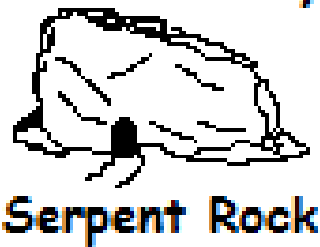


History & Geography of DarkMoore



Players Map



Serpent Rock

Ruins of Uden Tice



Wizard of the Woods

Wolf's Head Pass

The Village of DarkMoore



Othgar Plains



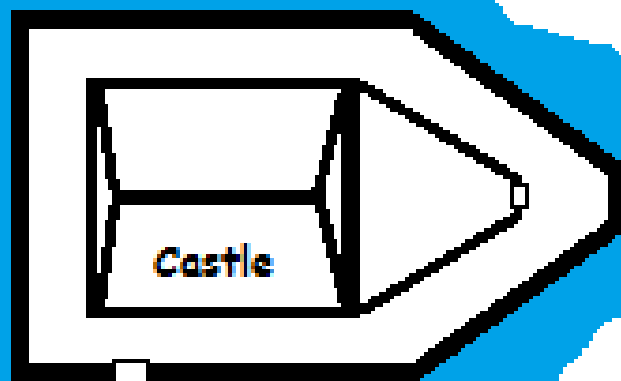
Jensen Hill



Kelton's Farm

To Ebenwald

★ Elf's Stump



Castle

Wharf

Goblin Bridge

1 2

DarkMoore Inn

Church

Swamp Gate

Cemetery

3 4 5
6 7 8

Iron Dragon Inn

18 19 20 22 23
24 25 26 27

9 10 11 12 13

14 15 16 17

Store

28 29 30

Swamp

South Gate



South Forest



Bitter-root
Wasteland



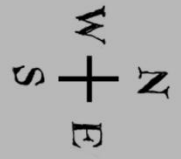
AYNIAN SEA

BILGOA ISLAND



THE NORTH

AYNIAN SEA



WYRM DUNES

WASTE LANDS

ANDARLAN MOUNTAINS
KAINIAN RIVER

WESTERN OCEAN

ASH PLAINS

LOWER PLAINS

TALIN
GENDER CONE MOUNTAINS

REPTILIAN MARSHLANDS
SELVATIC JUNGLE

THE NARROWS
GRISADIAN STRONGHOLD

VESPOIRD DESERT

TROBOLAN MOUNTAINS

THE STEPPES

LAKE GULDOIN
THE VEEN (GRBE MARKET CITIES)

TROBOLAN RIVER

THARIS MOUNTAINS

FROZEN TUNDRA

NORTHERN VOLCANOES



BELDEN
LIDEN
XLYCE
Village of DarkMoore
West X
Ebenwold

DARD THORGRIN

THE NORTH

EIRIAN SEA

LAKE HAVARON

HILLS

BOVIAN SETTLEMENTS

Kalkadeem JUNGLE

SYLVAN RIVER

SYLVAN FOREST

EASTERN OCEAN

THE CITY OF ATHERRIA

AVIARY ISLAND

BAY OF ALN

EIRIAN SEA

1ST ISLAND

1 CM = 200 MILES



Editor's Notes:

The Village of DarkMoore is generically based on the map that was drawn by hand in pencil and later published in Castle & Crusades Society newsletter issue #13 in 1972; one of the first RPG campaign maps ever created. (The one that started it all) The map was generically re-created in somewhat the same spirit as the original. (See village of DarkMoore map)

After having viewed the original (pencil) map, I personally wanted to adventure there just for the sake of nostalgia. There is an "old school" feel to the world of DarkMoore and I have left it that way on purpose; things are meant to be in a raw format (1970's-80's).

The Village of DarkMoore represents a small portion of the known world; it is officially located within the confines of the Atherrian Empire and is a sworn member of the alliance...despite occupying such a small portion of Atherrian geography it is a central piece of history and the core of our story.

The World of DarkMoore is by design adaptable into many game systems that exist today, especially older versions; eventually to be incorporated into the World of DarkMoore RPG system when it arrives. (Coming soon) Game Masters (GMs)...you are welcome to utilize DarkMoore in any of your campaigns.

The History and Geography of DarkMoore is intended to provide players and Game Masters with a condensed view of the events that have forever shaped the Realm of DarkMoore and the locations where they happened. It is also intended that this digital document be revised from time to time as new content is added...as the world of DarkMoore continues to expand.

Welcome to DarkMoore!

Steve Jensen

Archaic Adventures



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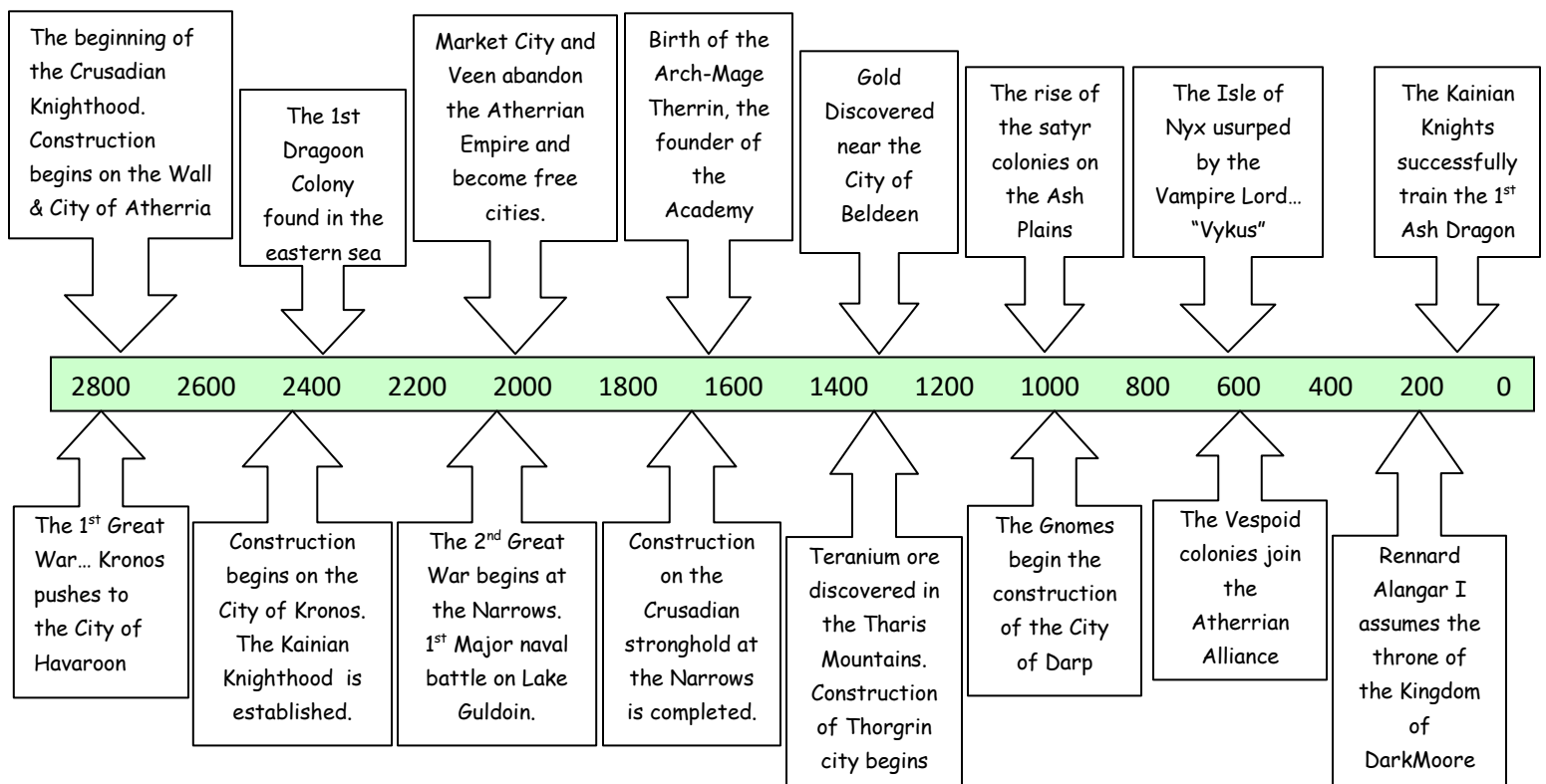
Table of Contents

Map of the World of DarkMoore...Page 2
Map of the Village of DarkMoore...Page 3
Editor's Notes...Page 4
The World of DarkMoore Timeline (The Great Alliance)...Page 6.
Chapter 1: The Major Cities and Villages of DarkMoore (Alphabetical Order)
The City of Atherria & the Great Wall...Page 7
The City of Beldeen/The Bovian Settlements...Page 8
Crusadian Stronghold...Page 9
The Village of DarkMoore/The village of Darp...Page 10
The City of Delmar...Page 11
The City of Ebenwald/Havaroon City (Lake Havaroon)...Page 12
The City of Kronos...Page 13
Market City (Free City)...Page 14
City of Sylvaria/The City of Talin...Page 15
The City of Thorgrin...Page 16
The City of Toom/Uden Tyce (Ruins)...Page 17
The City of Veen...Page 18
The Village of Westvale/Other Small Settlements of Atherria...Page19
Chapter 2: Geography of the Atherrian Continent (Alphabetical Order)
The Bay of Aln/The Andarian Mountains and the Kainian River...Page 20
The Ash Plains/Aviary Island...Page 21
Aynian Sea/Bulgoa Island...Page 22
The Cinder Come Mountains/The Devil's Run...Page 23
The Eastern Ocean/The Eirian Sea/The Endlan Plateau...Page 24
Lake Guldion...Page 25
The Guldoinian Swamp/The Great Hardwood Forest...Page 26
1 st Island/The Isle of Nyx...Page 27
Kalkadeem Jungle/ The Lower Plains/The lowland Hills...Page 29
The Narrows/Northern Volcanoes...Page 30
The North (Frozen Tundra)/The Reptilian Marshlands...Page 31
The Selvatic Jungle/The Steppes...Page 32
The Sylvan Forest and Sylvan River...Page 33
Tharis Mountains/The Trobolan Mountains and the Trobolan River...Page 34
Uwabi Island/Vespoid Desert...Page 35
The Wastelands...Page 36
Western Ocean/The Wyrms Dunes...Page 37
How Size is Classified (Proportions Matter)...Page 40

The World of DarkMoore Timeline (The Great Alliance)

The history of the World of DarkMoore begins with the birth of the *Great Alliance* almost 28 centuries ago. It began out of desperation when the entire Kainian Army led by Kronos himself funneled through the narrows and crossed the Trobolan River. The many differences that were had between humans, dwarves, and elves were quickly settled and an alliance was formed initially among the 3 races. The invading army almost made it to Havaroon, the city by the lake; before it was eventually stopped by a ragtag coalition of citizens fighting for survival. Led by a human general named Torin Ethbee the Kainian Army was barely beaten by this sorry bunch of humans, dwarves, and elves who after the loss of their arrogance came together at the very last minute. The Kainian Army survivors fled into the Trobolan Mountains for safety and the remnants of their progeny are still there to this day.

The *Great Alliance* in turn gave birth to the *Atherrian Empire* that eventually sired the *Crusadian Knights*, the *Great Wall*, the *City of Atherria* and the *Crusadian Stronghold* at the *Narrows*. It is fair to say that the formation of *The Great Alliance* is the most important historical event of the *Atherrian Empire*...as nearly everything thereafter is a repercussion of the 1st *Great War*.



The Major Cities and Villages of Atherria:

The City of Atherria & The Great Wall: (population 1,420,000) (40% Human, 25% Elf, 20% dwarf, 15% other) The City of Atherria is built on a large peninsula that juts into the Eastern Ocean; it was built because of its strategic location, it is the defensive bastion of last resort for the Atherrian Empire. It is now the largest city in Atherria boasting a large mixed population of all the different races. The city has many marketplaces, inns, shops, pubs, temples, schools, workshops, smithies, foundries, sprawling residential areas and is home to the Academy of Thaumaturgical Sciences. The city center is centralized around government buildings all fashioned from polished stone; these buildings comprise the heart and soul of the Crusadian Knights and the guiding hand of the god Sol.

The seat of government is located in the *Great Hall of Governance*, a massive polished stone building where elected officials gather to legislate the laws of the land. The mayor of the city is officially a military position that is elected by the governing body; the most worthy Crusadian Knight is charged with the defense of Atherria and the protection of its citizens. The city has a functioning court with judges appointed by the legislative body who are charged with settling disputes in a fair and just manner.

The main temples devoted to the gods of good are located in "The Rounds" and are intentionally built next to each other creating a grand circle of temples with a large garden planted at the center. The 1st army comprised of the empire's finest Crusadian Knights is located within the city center inside a fortified military base protected by 12 feet of stone wall.

The *Great Wall* located north of the city was a construction project of immense scale; a 3 square high earth embankment piled behind a 6 squares wide (3 squares deep) trench dug by magic and 1000's of paid volunteers. The wall is positioned at the narrowest portion of the peninsula and spans nearly 40 miles from the bay of *Aln* to the *Eastern Ocean*. The steep embankment is further defended with wood palisades and fortified observation towers every 1000 feet. The design and purpose of the *Great Wall* is to slow the advance of an invading army. The wall is manned by the Crusadian 2nd army along with paid militia volunteers from all over the Atherrian Empire. The largest shipyard, commercial fleet and the Atherrian Navy is located at a port where the *Great Wall* meets the *Bay of Aln*.

The City of Atherria is the center of commerce and trade by both land and sea; all major roads end here. The guilds of all trades are represented within the city, except for a thief's guild. The City of Atherria is the only city without an active thief's guild nor would any be tolerated. Headquartered in the City of Atherria are guilds that represent: trade, shipping, metallurgy, merchants, miners, agricultural, engineering, construction, alchemy, warriors, herbalists, wizards, priests (Temples), Crusadians (Temple of Sol) and a many minor guilds that represent growing interests.

The City of Beldeen: (population 45,000) (66% Human, 16% dwarf, 11% elf, 7% other) Located near the foothills of the Trobolan Mountains the City of Beldeen is built adjacent a dry river bed rich in gold. It was here many years ago that gold nuggets were found in the black iron layers of an old gravel bed; the gold being deposited many milenia ago when a tributary of the Trobolan River changed course. The gold is arduously separated from the gravel by washing the gravel in a device called a "clam shell". The device looks like a large bowl that resembles one half of a clam shell separated at the hinge. The clam shell is manually rocked back and forth naturally concentrating the black iron and gold into an almost pure concentrate. The black concentrate is shipped to refiners in the City of Atherria that separate the black iron from the gold by smelting. The black slag is further processed into iron and steel for direct sell to smithies.

The City of Beldeen is located in one of the most dangerous places east of the narrows; the Trobolan Mountains are home to tribes of goblins, orcs, ogres, giants and even a few renegade drakkar. The defenses of the city are probed frequently for weakness; the danger is only outweighed by the extensive gold deposits that are rich enough to warrant the risk, otherwise the city would have ceased to exist long ago. The entire city is walled with cut granite stone 2 squares thick and 5 squares high; the battlements are garrisoned by a mercenary army paid by taxes levied on the inhabitants of the city. The city has even employed a small force of vespoïd scouts who are paid to find the enemy and give advanced warning.

The city is governed by an appointed emissary from the City of Atherria, usually a Crusadian knight to watch over the city defenses. Gold is the common currency of the free peoples of the Atherrian Empire, therefore the gold deposit at Beldeen plays an important part in the overall economy. The taxes are the highest of all cities in the empire, yet the inhabitants bear the burden knowing that evacuation and death are the only alternative. The inhabitants work the gravel beds during the day and retire behind the walls at night. There are no farms or dwellings outside the walls; the city is provisioned by heavily armed pack trains from DarkMoore and Havaroon.

The city provides its inhabitants with all the necessities and luxuries of a large city. If the city comes under siege both the cavalry from the City of Havaroon and the 3rd Crusadian army from the Stronghold at the narrows are expected to come to their aid. Beldeen is also a forward operating base for expeditions that venture into the Trobolan Mountains looking for nodularity stones. Nodularity were first discovered in the Trobolan Mountains and the majority of stones discovered since then have been found in the very same rivers and streams.

The Bovian Settlements: (population 22,000) (99% bovia, 1% other) Located on the southern end of the lowland hills, the bovia settlements are simple wood structures spread out over several valleys. The bovia race is nomadic in nature and is perfectly capable of living outdoors. The bovia settlements are a first attempt at securing a few creature comforts afforded by a home. Many bovians have been to the cities of man to live and work, often bringing back many of these adopted customs when they return home.

The bovia race call the lowland hills their home as it provides a lush supply of thick grasses for their never-ending appetites. The bovia settlements have no form of government or any figure-head you could call a leader. The law of the lowland hills is governed by the herd: if you attack one bovia - you attack them all. The bovia race has never got along with cattle; there are no cattle or horses grazing in the lowland hills. (Unless you are riding one) The bovians believe that cattle and horses belong on The Steppes; they don't tolerate other herbivores that compete for the same grass. Bovians hate the ape-like Ugar that live in the jungles to the south and usually attack them on sight...some of the most brutal battles ever fought on Atherrian soil have never been seen by the eyes of man.

Crusadian Stronghold: (population 9800) (100% Crusadian 3rd Army & Mercenaries) Located on the eastern end of The Narrows, the Crusadian Stronghold is positioned in the most dangerous location in all of Atherria. The City of Kronos sits just west of the Crusadian Stronghold and is garrisoned by the entire Kainian Army and to the east lies the Trobolan Mountains occupied by enemy goblins, orcs, ogres, and giants. The stronghold consists of a solitary square fortress with walls 4 squares thick and 8 squares high and is heavily fortified with artillery siege equipment. The 3rd army cavalry operate from within the walls; it is to them they trust to defend the narrows from invasion. The cavalry is trained to skirmish the enemy slowing down any advance, buying time for the free cities to move their citizens behind the Great Wall. The stronghold itself is merely designed to slow the enemy; the inhabitants understand that once surrounded there is no place to flee and are prepared to fight to the end.

The Trobolan River impedes any advance to the east; there are no bridges across the Trobolan River...this is intended to create another obstacle for an invading army. The Crusadian army operates a rope ferry near the inlet where the river drains into Lake Guldoin. (The ferry rope would be cut during an invasion) Most supplies are shipped by boat from the City of Veen to the shores nearest the stronghold and hauled by mules into the fortress. The Atherrian Navy has naval docks and a base at Veen. The Crusadian 3rd army essentially consists of new recruits who must serve 2 years at the stronghold before petitioning the 2nd Army to join them at the Great Wall. It is generally understood that for the most part Crusadian Knights are extreme religious zealots otherwise no one would be crazy enough to join 3rd army.

The Narrows are a dangerous place with excursions against enemy patrols occurring on a daily basis. The Crusadian 3rd army knows full well the day will come when the entire Kainian army will arrive at their doors. The stronghold is under the command of a human General by the name of Hayden Porter a tough and fierce leader.

The Narrows by order of the City of Atherria is under military jurisdiction; this means citizens may lose their rights within the narrows. Adventurers or mercenaries who desire to fight are very welcome here and are immediately sent to the front for 2 weeks at a time...if they happen to survive they are paid well. There are no deserters allowed; if you choose to flee your unit it is

usually punishable by death. (It is comforting to know that the enemy has the same policy on the other side as well)

The Village of DarkMoore: (population 14,000) (95% human, 3% dwarf, 1% elf, 1% other) the original settlement of DarkMoore that existed prior to the 1st Great War was completely burned to the ground during the invasion; thereafter a new village was built out of the ashes; this included the construction of a sturdy stone wall that was built around the town center to offer better protection. The village is located on the open Steppes, a geographical area occupied by rolling hills and lush green grass.

The walls of the village are surrounded by the DarkMoore River; a tributary that flows into Lake Havaroon. The village is governed by King Nathan Alangar, whom received his throne after the death of his father Augustus Alangar, who by royal decree split the ruling kingdom in two; giving the other half to his older brother Dorian who rules the City of Havaroon.

The DarkMoore vicinity by its very nature is a productive agrarian area where crops generally flourish in the rich black soil...and because sunlight, rain and grass are abundant upon the Steppes the herds of wild and domestic livestock are also plentiful. There is also a good supply of harvestable wood along the river as it snakes into the small forest to the south as well.

The Village of DarkMoore is located at an important crossroads within the Atherrian Empire; it is the main supply line to the city of Beldeen which is located to northwest and to the free-city of Veen to the west. A large portion of DarkMoore's wealth is garnered by trade between these two outposts. The vicinity of DarkMoore is one of the most important agricultural centers in the Atherrian Empire and a strategic nutritional trading partner of the Crusadian Army.

The Village of Darp: (population 11,000) (97% Gnome, 3% dwarves) Located at the foot of the Tharis Mountains, the village of Darp only as of recently has been incorporated as an established town with a partially functioning government. The area around the town consists of large farms that produced food and trade items bound for the underground City of Thorgrin. The village of Darp contains the largest population of gnomes found anywhere in the entire world; it is also the only city governed by gnomes. The inhabitants live in underground burrows in gnome fashion; as the gnomes have become wealthier the burrows have become quite elaborate and filled with the comforts of home. The village and the surrounding area are agricultural in nature and produce food that is capable of growing in a northern climate: apples, pears, plums, potatoes, yams, and winter wheat. The gnomes tend large flocks of sheep and goats as well.

The government is composed of 5 farmers elected by the townsfolk to settle disputes and to ensure that the steady flow of pack trains continue to flow unabated. The city is defended by an unpaid conscript militia; the militia is a token force at best that is designed to defend against a few monsters that wander too close to the farms. If a problem becomes too much of a stretch they will resort to hiring mercenaries. (The city has no protective walls of any kind) In the event of an

invasion the inhabitants will flee to the City of Thorgrin. Darp has only a few public burrows: 3 inns, 4 pubs, 2 smithies, and several shops, churches and schools.

Despite being a net exporter of goods, the village of Darp is heavily provisioned by pack trains that arrive from the city of Havaroon; the gnomes in turn exchange finished metal tools and implements that they purchased from Thorgrin as trade currency. The village itself is centered on an above ground marketplace where wares and goods are bought and sold. It is here the pack trains are provisioned for their long journeys.

The City of Delmar: (population 215,000) (79% Human, 14% boviaan, 5% elf, 2% other) Located near the southern end of Lake Havaroon, the City of Delmar is built against a backdrop of brick red hills. The hills being composed mostly of iron oxide ore that imparts the deep red color to the landscape. The ore is of a high enough quality it can be smelted directly into metal without any additional processing; the ore also contains miniscule amounts of the rare metal called "allumene". (The black iron oxide gathered at Beldeen on the other hand contains no allumene) It is no surprise that the entire economy of Delmar is dependent on the mining of iron ore and then shipping the iron ore to the port of Havaroon where it is distributed to the many foundries throughout the land.

The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city. As a matter of fact, there are an abundance of well equipped foundries and smithies that work the red iron ore into useful metal items. Though not an agricultural center, the city does have farms located to the north that produce fresh fruits and vegetables.

The City of Delmar borders the hostile Kalkadeem Jungle to the south which is home to the Ugarian race who generally hate boviaans, humans, elves, dwarves, gnomes, and usually everyone else. The Ugar are a race of intelligent apes that more or less hunt all humanoids to the north. The Ugar are fast, cunning and utilize rudimentary weapons to attack their foes.

The city of Delmar is surrounded by a wall, and as the city grew bigger, it left a large section of the city outside the walls. The royal family decided to build a 3 squares wide and 6 squares high secondary limestone wall that partially surrounds the southern portion of the city nearest the jungle. When the alarm sounds the citizens of Delmar are to retreat back into the inner city. The city is defended by the royal army many of whom are veterans of countless excursions with Ugar. The Ugar are not afraid to attack the city in great numbers. (Walls only slow them down...Ugar can climb walls) Every able-bodied citizen is required to keep a spear in their respective homes. It is well known that Boviaans and Ugar hate each other and will usually attack on sight.

The Village of Ebenwald: (population: 8,500) (99% human, 1% other) Located east of DarkMoore, the Village of Ebenwald sits upon the grassy hills of the open Steppes. Ebenwald is located in a province that belongs to the kingdom of DarkMoore and is under the jurisdiction of King Alangar. The King has appointed a royal dignitary by the name of Roice Vanogeth to manage the

government and maintain law and order in the community. Much like the village of DarkMoore, Ebenwald is an agrarian community whose wealth is primarily determined in agricultural commodities. The vicinity around Ebenwald is dotted with farms, orchards, and herds of horses and cattle.

Unfortunately for the kingdom, the current status of Ebenwald is one of decline; a combination of mismanagement, isolation and deteriorating infrastructure have brought the community misfortune. Despite having abundant natural resources, Ebenwald is a bit distant from the crossroads at DarkMoore where the pack trains meet to haul goods to the cities of Veen and Beldeen; they are therefore somewhat isolated and must endure higher costs to get their goods to market. To add to these problems, Roice the village leader is a poor manager of taxpayer funds and has neglected improvements to key infrastructure projects.

The town center of Ebenwald is not protected by walls and its standing army consists of a single squad of soldiers sent from DarkMoore. Ebenwald is in no position to withstand an invading army even if the townsfolk rose up with pitchforks and shovels in hand. If there ever was an invasion the citizens in the outlying areas would probably flee and go into hiding; they wouldn't look to the town for protection. Ebenwald is an eyesore and a slight embarrassment to King Alangar and to his ability to rule...this is a complicated problem he has yet to solve.

Havaroon City (Lake Havaroon): (population 360,000) (77% human, 12% elf, 8% bovia, 2% dwarf, 1% other) Located on the northern end of lake Havaroon, the City of Havaroon is built along the east side of the mighty Sylvan River. The city began as a humble shipping port for the great hardwood logs harvested along the western banks of Lake Havaroon. Lake Havaroon is the largest fresh water lake in Atherria and is inhabited by an abundant supply of fresh water fish. The city boasts a large fleet of fishing boats that harvest the abundant perch, gar, catfish, and bass; then it processes them into preserves i.e. dried fish, salted fish, and pickled fish for distribution throughout the Atherrian Empire.

The economy is basically divided into 3 parts: fishing, logging, and farming east of the city. The Great Hardwood forest west of the lake is home to a plentiful supply of broadleaf trees: ash, maple, alder, elm, beech, birch, oak, hickory, cherry and sycamore. The great trees are cut and the logs are set to float upon the lake; they are tied together and towed by large rowboats into the city port. There are several water-powered wood mills that are built along the Sylvan River that render the logs into lumber. There are 2 shipwrights at the mouth of the river that turn the lumber into various types and sizes of boats. East of the city are many farms that produce the fruits and vegetables for export to the City of Atherria...and the City of Delmar sends heavy laden ships filled with red oxide iron ore to the port of Havaroon on a daily basis. The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city.

The city's best defense is the mighty Sylvan River that any invading army must cross in order to lay siege to the city. The Sylvan River is nearly a mile wide in most areas and the only bridge that crosses the river is located at the city center. The bridge is built with a rolling

causeway on both ends of the bridge; these long extensions can be rolled back from the shore in times of emergency.

The city itself is protected by the royal armies that are loyal to King Dorian. Dorian Alangar has been monarch of the City of Havaroon for 15 years; his brother Nathan Alangar rules the City of DarkMoore to the north. The two city-kingdoms were a result of a royal edict that split the ruling kingdom upon the death of their father Augustus. (Both kings are part of the Atherrian Alliance)

The City of Kronos: (Population: 1,850,000) (34% Saytr, 28% Orc, 18% Drakkar, 11% human, 4% Reptilian, 2% goblin, 1% ogres, 1% giants, 1% other) Sandwiched between the Andarian mountains and Lake Guldion, The City of Kronos is the heart mind and soul of the chaotic god Khainos. The Kainian River runs through the center of the city dividing it into 2 halves. The Drakkar and Saytr live on the eastern half and all others live on the western half. The city is governed by a Drakkarian Arch-priest by the name of zchoicmol who rules the city with an iron fist. The City of Kronos is policed and regulated by Kainian Knights who are fanatically loyal to Khainos. The Kainian Army has a fortified stronghold within the city walls.

In order to keep the peace, the different races are separated into groups based upon compatibility; the Drakkar can barely tolerate living among the Saytr and loathe living near any other race. (The Drakkar are pale white grotesque humanoids that are highly magical in nature and comprise the strongest units within the Kainian Army) Satyrs are considered second class citizens to the ruling class Drakkar; nevertheless the satyrs' thirst for power is much bigger than any second class badge and for this reason they continue to live among Drakkar with the hope that one day Lord Khainos will recognize their superiority. (The Saytr are goat-like humanoids with thick rams horns, they are excellent fighters)

Centuries ago there was a massive satyr uprising on the ash plains to the south as the disaffected rank & file began to rebel against the iron hand of the Drakkar. The battle eventually made its way into the City of Kronos and spilled over into the western half of the city; it was ended by Lord Khainos who awarded the satyr by creating an Arch-Prelate position that can only be occupied by a satyr high-priest. The Prelate was to answer to no one except the Arch-priest, which helps provide a little autonomy from the iron hand. (The Drakkar are still seething at the loss of power)

The orcs, humans, reptilians, ogres, giants and goblins live in comparative peace on the western half of the city having been taught tolerance by the iron hand long ago. The Humans of the city are descendents of slaves that were taken during the invasions east into Atherria; they are now thoroughly indoctrinated and inherently evil. There are no dwarves, gnomes or elves anywhere west of Lake Guldoin as the Drakkar massacre them on sight.

The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city. Outside the city there are many farms that grow food to feed the populace within the walls. More than half the food arrives from farms located in the lower plains shipped by way of Talin into Kronos on a daily basis. The city itself is centered upon the *Great Temple*, a temple dedicated to all the gods of chaos; it is from the great temple that the will of the gods issue forth. The city is surrounded by a wall 4 squares thick and 6 squares high with battlements that alternate with artillery siege equipment. The City of Kronos operates a port on both the Aynian Sea and on the western side of Lake Guldoin; the Kainian Navy operates from both ports as well.

The richest supply of iron ore comes from the Andarian Mountains to the north; the iron ore happens to be blessed with the rare metal allumene. The Kainian knights use the abundance of this rare metal to make alloy; and with it they dress themselves in alloy plate armor and shield. The military leaders bedeck themselves in allumene plate armor and shield as bespeaks their higher ranking position. Fortunately for the Atherrian Empire, the lands ruled by the gods of chaos are deficient in teranium and without the dragoon to aid them they are deficient in the rare metal chromanium as well. (They search for extremely rare EFT tektites that fall from the heavens just like everyone else)

Recently the Kainian army learned how to successfully train ash dragons from the Cinder Cone Mountains after more than 100 years of failures. They are breeding an army of ash dragons; that are being trained as air cavalry units replete with mounted soldiers in order to take the war into the skies. The Atherrian army has no answer to this threat other than the docile giant pelicans they currently ride. The time will come when Khainos will unleash the entire army upon the Crusadian Stronghold bolstered by ash dragons in the air and swollen masses of foot soldiers on the ground. Khainos has 1,000,000+ conscripts in his army...so you can see why the Atherrian Empire takes such extensive measures to mitigate that threat.

Market City (Free City): (population: 18,000) (% distribution of each race is unknown) Market City is located on the east side of Lake Guldoin and is ruled by a master thief named Odias the Black. Market City is the place to purchase or sell items that are illegal to sell anywhere else. The economy is almost entirely based upon illegal trade. (No fishing, mining or agriculture enterprises) The city boasts shops, marketplaces, inns, workshops, smithies, foundries that are likely found in any major city. (There are no temples)

The thieves' guilds in Market City are believed to have built a smuggling network with operatives that live on the other side of the Guldoinian Swamp; the Guldoinian swamp is a narrow strip of land that divides the two empires...this comes as a bit of a surprise since the inhospitable swamp is known to be inhabited by hostile reptilian humanoids and worse. It is believed the thieves operate a network of connections that actually deliver highly prized items in and out of the Guldoinian Swamp at a very steep price. (It is rumored that teranium ingots sell for 3 times the

price in Kronos) A few bandit ships will take an even more dangerous route by way of the Eirian Sea and illegally trade with the city of Toom directly. (Punishable by death if caught by Crusadian patrol ships)

Market City is a dangerous and unruly place with several revenge killings performed nightly. There is no rule of law or protection provided by the guilds, nor are there stone walls or a standing army. In Market City you are on your own. The city only exists because of its proximity to the City of Veen who indirectly protects it from the crushing hand of the Atherrian Empire. Many outlaws have made permanent homes here. It is reported that if you cannot find an item you seek, you can always find it in Market City for the right price. It is rumored that Market City has an assassin's guild that operates at a very high price. Market City is not an ideal place for those with a good or honorable moral compass; you might want to check yours before you go.

The City of Sylvaria: (population: 660,000) (90% elf, 5% human, 2% dwarf, 2% gnome, 1% other) Buried deep within the Sylvan Forest is the elven heartland. The buildings of the City of Sylvaria are constructed from light gray stone with a unique architecture of spires. A bird's eye view of the city yields a mix of the colors: light gray and forest green, as the elves intentionally build within the trees of the forest. The largest trees being home to 1000's of inhabitants who live in literally "tree houses" shaped by magic within the tree itself.

The city is governed by a ruling family who are usually the descendents of the elf wizard Therrin Felsythe. Therrin was the founder of the Academy of Thaumaturgical Sciences located in the City of Atherria, he is considered by many to be the greatest wizard of the ages. There have been several Felsythe descendents who have become powerful wizards in their own right and have become Arch-magi of the Academy. The 12 eldest members of the Ruling Family form a tribunal council that convenes to establish the laws and rulings that govern the land of the elves. The elves have always maintained a fairly unregulated society with the belief that individuals should regulate themselves.

The city is well defended by natural barriers, 1st of all the forest is thick and full of wild creatures and 2nd any invasion to the west is blocked by the massive Sylvan River with all her tributaries. The City of Sylvaria has no protective walls and is defended by citizen soldiers whom at the age of 21 are conscripted into military service for an entire year with pay. The city boasts many shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city. The elves by tradition use an apprenticeship process as a means to educate their citizens in their various crafts. Many a young student will work diligently to become worthy to study under the best masters. The City of Sylvaria is considered by many to be one of the great wonders of the world.

The City of Talin: (Population: 52,000) (97% Human, 1% satyr, 2% other) Located on the lush green Lower Plains, the City of Talin is little more than an agricultural center for the City of Kronos. Talin began as a slave colony of humans that were captured during the 1st great invasion eastward;

they were then forced to grow food for the Kainian Army. The City is governed by a Kainian Knight Captain who is given the charge to rule the city and surrounding farms.

Freed from their chains long ago the humans of Talin are no longer slaves; nevertheless they are still entirely dependent on agriculture for their livelihoods; as they must continue to trade their agricultural commodities in order to import the necessary iron and lumber to survive...and of course all of it at inflated prices. The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in any major city.

By decree the city has no protective walls and is not allowed to create a standing army; instead they are protected by the Kainian Knights under the direction of Kronos. The Drakkar understand the importance of the City of Talin and therefore maintain a light hand on the people and do their best to rid the area of wild beasts. (So long as the supply of food continues) The Humans were indoctrinated into the ideology of the gods of chaos generations ago, now they are inherently evil. There are a few other races that live in Talin as well; these being the descendents of the banished, the outcast and the outlaws of generations past who could never find a home.

The City of Thorgrin: (population: 125,000) (86% dwarf, 9% gnome, 4% human, 1% other)
Located in the Tharis Mountains, the City of Thorgrin lies deep beneath the earth. There are but 2 entrances that lead to the mines, one entrance follows a natural lava tube into the depths, another shaft was dug by the dwarves to haul out excess rock and supply fresh air to the miners. (There is possibly a secret 3rd way out of the mines) The mines exist to extract the teranium ore originally found by a group of gnome adventures who eventually struck a bargain and sold it to the dwarves.

The City of Thorgrin began when a few dwarves built several barracks to house the tired miners after a day working in the mines; this eventually flourished into a city of over 100,000 inhabitants. The city was originally built in a natural cavern that has been expanded by hard rock excavation over the years. The city is dependent on food supplies from the surface in order to adequately feed its hungry citizens, there are a steady line of heavy laden mule pack-trains that deliver supplies on a daily basis from the nearby farms at Darp. Mushrooms are the only agricultural product produced underground.

The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city. The teranium ore has made the city wealthy, so any service or goods not found in the city can be delivered by mule in a matter of weeks. The best metal foundries and smithies in Atherria are found in Thorgrin. If someone desires to buy the metal teranium or any item fabricated from teranium, the best place to go is Thorgrin.

In the short run, the city of Thorgrin is one of the most defensible location in Atherria; thick iron doors (battle doors) guard the entrances and tunnels into the city. The city maintains a professional army of dwarves that oversee and protect the city, tunnels and pack trains. The city is governed by descendants of the original owners of the mine who are now full of years even for

dwarves; they have delegated much of the governing to the next generation...preparing them to eventually run the city in their absence.

The teranium ore is deposited in thin narrow veins that form an interconnected web deep within the mountain; there are literally a few hundred miles of mining tunnels dug throughout Tharis Mountain. A thick iron door is located at the end of tunnel 19; years ago miners following a vein of teranium ore broke into an immense underground cavern system. A few groups of adventurers went forth to explore the caverns and many never returned; those that did left tales of monsters with no eyes and opaque carapaces of white. Years later the caverns became a base of operations for the Goblin King of ilp; somehow he entered the caverns with an entire goblin army. (The rumored 3rd way into the mines) The goblin army broke through the flimsy doors at tunnel 19 unnoticed and attacked the city. The dwarven army eventually beat back the horde and they fled back into the caverns. The dwarves installed thick iron doors shortly thereafter.

The City of Toom: (population 480,000) (73% satyr, 21% human, 3% ogre, 1% giant, 1% other) Located southwest of Lake Guldoin, the City of Toom is the ancestral home of the satyr race. In all, the satyrs comprise the largest population of intelligent beings ruled by the gods of chaos. Satyrs are omnivorous and prefer to eat meat over a diet of plants. The vicinity surrounding the City of Toom is occupied by a natural assortment of grasses and leafy plants; these leafy plants are preferred by the satyr when meat is unavailable. The city is primarily an agricultural city that is reliant on the north for iron ore and implements. The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in any major city.

The City of Toom is poor in natural resources; their only real resource is the ability for satyrs to reproduce in abundance. It is common for the youth to leave the farms to join the army in Kronos. The City of Toom is governed by the Arch-Prelate satyr named Tn-guarnt, a high priest of Khainos. An army of Kainian Knights keeps the peace and will usually settle differences between enemies for the right price. Toom is not defended by walls, the satyrs being an aggressive race prefer to go out and meet the enemy directly.

It was here centuries ago that the satyrs rose up and threw out the Drakkar eventually winning their autonomy. Toom does have a thief's guild that actively trades with bandits from Market City; they have some sort of understanding with the reptilians that inhabit the Guldoinian Swamp. The Humans of Toom are descendents of slaves that were captured during the 2nd invasion into Atherria; they are now thoroughly indoctrinated and inherently evil. There are no dwarves, gnomes or elves anywhere east of Lake Guldoin as the Drakkar massacre them on sight.

Uden Tyce (Ruins): (population: 0) One of the oldest settlements built on Atherrian soil; Uden Tice was originally built by dwarves and men long before the Great War. The city is located on the open Steppes, a landscape occupied by rolling hills and lush green grass. The city was built around a natural spring that flows all year long; it was initially used by humans as an outpost to raise horses. It was said that Uden Tyce produced the finest horses in all the land. The citizens of Uden Tyce

were a horse-people that preferred to fight on horseback; even the dwarves of Uden Tyce had developed excellent equitation skills. Uden Tyce was ultimately sacked during the Great War and the entire city burned to the ground; it was the mobility of the townsfolk on horseback that saved most of the population from certain destruction. Uden Tyce was eventually rebuilt from the ashes and it took decades for the city to return to prosperity.

Centuries later for reasons unknown, the inhabitants of Uden Tice contracted a lethal plague that eventually consumed the entire population. History reports that it was a horrific affair, as citizens began to blame each other...which led to inquiries, arrests and several people being burned at the stake...a cure was never found. Uden Tice has been under a voluntary quarantine for over a millennia; no one goes there...it is cursed.

The City of Veen (Free City): (population: 81,000) (90% human, 4% elf, 3% dwarf, 3% other) Located on the eastern end of Lake Guldoin, the City of Veen has a unique history that sets it apart from other cities because of its location nearest the City of Kronos. The first city invaded during the 1st Great War was the city of Veen; unfortunately about 20% of the inhabitants were massacred before the city surrendered to the Kainian army who immediately enslaved the populace and put them to work in order to feed the supply lines. The conditions were horrible and most of the old and weak died savage deaths; it wasn't until years later that Veen was finally liberated by the Coalition Army.

Centuries later during the 2nd invasion, the City of Veen was sacked a 2nd time with results that were eerily similar to the first invasion. The inhabitants of Veen and their descendents have never forgotten these tragedies; the Crusadian Stronghold at the Narrows was built in response to these horrific events. The City of Veen eventually withdrew from the Atherrian Alliance and soon thereafter proclaimed to be a "free city". (No one has fought them over the decision) Fortunately for the Empire, the citizens of Veen continue to support the Crusadian Stronghold in the Narrows with daily shipments of supplies and provisions.

The city of Veen has become a home to the wayward and outcast from both sides of the narrows: thieves, repentant bandits, scorned politicians, exiled royalty and even a few Orc and Drakkar deserters have found a home in Veen. The city boasts shops, marketplaces, inns, workshops, smithies, temples, foundries that are likely found in a major city. The economy of the city is based on three things: the salt mines, trade with the Crusadian Stronghold and fishing. The original town of Veen was built around an underground salt deposit with a seam that is 3 squares thick and occupies nearly 6 miles in breadth. The salt is white and relatively pure; it is a valuable commodity that provides Veen with a majority of its wealth. Lake Guldoin is a fresh water lake fed by the cold waters of the Trobolan River. The city boasts a large fleet of fishing boats that harvest the abundant fish found throughout the lake.

The City of Veen is ruled by King Morierity Thune who rules by neutrality. The city has no walls to provoke an invader and maintains a modest army to keep the peace and defend against wild

beasts. If invaded by Kronos, the City would yield to the enemy to avoid what they believe to be an unnecessary loss of life. The Atherrian Navy has a fleet of ships docked in Veen Harbor that patrol and deliver the supplies to the Crusadian Stronghold.

The Village of Westvale: (population 18,000) (97% human, 1% dwarf, 1% elf, 1% other)

Located west of DarkMoore, the Village of Westvale sits upon the grassy plains of the open Steppes; with the great Trobolan Mountains serving as a majestic backdrop. Westvale is located in a province that belongs to the kingdom of DarkMoore and is under the jurisdiction of King Alangar. The King has appointed a royal dignitary by the name of Erwin Nagely to manage the government and maintain law and order in the community. Westvale is a thriving community; in fact it is doing better than DarkMoore and considerably better than Ebenwald...and with this new found prosperity Westvale continues to challenge the village of DarkMoore for power and influence.

Westvale is an agrarian community whose wealth is primarily determined in agricultural commodities; the vicinity surrounding Westvale is dotted with farms, orchards, and herds of horses and cattle. Westvale is located nearest the City of Beldeen where goods and services are purchased in gold. The gold extracted from the ground makes Beldeen wealthy and as Beldeen prospers so does Westvale. A large portion of the city's economy is tied to the daily shipment of provisions to Beldeen. Nathan Alangar's biggest fear is the very real possibility that the citizens of Westvale may petition its neighbor for annexation and he would be powerless to stop it. (Beldeen is not part of the kingdom of DarkMoore) Westvale's growing influence within the kingdom is a political problem King Alangar has yet to manage or solve.

The Village of Westvale is not a walled community, now there is talk of building a wall garrisoned with troops and siege equipment that would more than rival the wall surrounding the village of DarkMoore. There are also rumors that the village plans to raise a fully equipped standing army; something King Alangar still doesn't have.

Other Small Settlements of Atherria: (Settlements <1000 inhabitants) There are many small settlements that dot the countryside of Atherria whose place is not found on a map. Most villages and towns are agricultural in nature and boast of a few shrines, a marketplace, schools, an inn and possibly a smithy.

Geography of the Atherrian Continent:

The Bay of Aln: Located west of the great peninsula, the Bay of Aln is protected from the great storms and rough seas of the Eastern Ocean. The Great Port is located on the shore where the Great Wall meets the Bay of Aln. The Atherrian Navy is located here along with the greatest quantity of civilian ships in the Atherrian Empire. The waters are calm and warm in the bay, except in the winter when the temperatures drop sufficiently that no one ventures out for a swim. The Bay of Aln is the primary source of salt water fish for the City of Atherria: haddock, bass, grouper, marlin, halibut, angelfish, and herring are plentiful in the safety of the bay. (The Eastern Ocean is too rough and unpredictable for fishing boats)

The Andarian Mountains and the Kainian River: located north of the City of Kronos, the Andarian Mountains are the center for iron and alumene production for the Kainian Empire. The clear water of the Kainian River flows out from the Andarian Mountains laden with trout, steelhead, and walleyes. The river is heavily fished for food by the local inhabitants. The Andarian Mountains are not the highest mountains on the continent; nevertheless the peaks do remain snow covered year round with a few glaciers in southern facing valleys. The mountains are for the most part a mix of rock and loose soil; the mountains usually stay quite green with grasses, broadleaf plants and scrub oak on the lower elevations. The higher elevations consist of pine and quaking aspen forests. The mountains are home to: whitetail deer, elk, moose, mountain hare, silver fox, dire wolves, brown bear, and the saber tooth tiger.

The Andarian Mountains are the only source of iron ore for the Axis Alliance; they are vital to the economy and the survival of the Kainian Empire. The iron ore is located high in the mountains on a steep incline; it was human slaves that carved a path through the rocks to access the great iron ore deposits...Slabs of ore are mined from deep underground and tumbled off sheer cliffs into the rivers below; the ore is thereafter loaded onto wooden rafts and freighted down the Kainian River to the City of Kronos for processing. The iron ore contains small amounts of alumene that provide the Kainian Knights with their distinctive appearance while wearing alloy armor.

The Kainian Mountains are the birthplace of ogres, rock giants, mountain giants and trolls. Only trolls have yet to join the Kainian Empire; trolls are inherently evil yet have no desire to join the alliance. (One of the biggest reasons they remain aloof is a troll's general hatred for ogres) The Kainian Army has unsuccessfully used extortion and murder over the years to compel the trolls into the alliance; instead it has only increased their resistance. (There are a few troll mercenaries) A band of armored giants and ogres are formidable frontline troops that can lay waste to a conventional army; without a heavy dose of offensive magic at the ready...only a band of heavily armed Bovians will give them pause.

The Ash Plains: located south of the Wastelands, the Ash Plains get their name from the black rock remnants of an old volcanic lava flow. (Volcanic Tuff)The soil is black and rocky; the surface forming a soil hardpan that rests upon bedrock only a few feet deep. The soil is acidic and only a few plants tolerate the harsh soil conditions: dogwood trees and hydrangea bushes are the dominant vegetation...because of the lack of highly nutritious grasses and broad leaf plants there are only few animal species that are able to thrive on the ash plains. There are no forms of agriculture being practiced anywhere on the Ash Plains.

The Ash plain is home to the: ostrich, springbok antelope, dingo, oversize rats, vultures and the death mantis. Death on the Ash Plains is a complicated affair as the distances are vast; many predators have learned to follow the vultures to acquire food. Experienced hunting parties have learned to leave their dead comrades behind or soon the vultures arrive along with a large group of predators just a few paces behind. The Ash Plains receive most of its precipitation during monsoon season; there are many shallow ponds that dot the vast landscape during the summer months.

There is a tale of a secret gathering of the disciples of the Goddess Ginian to a remote location within the Ash Plains. (It is illegal for followers of Ginian to congregate within the Kainian Empire) After what is described as "The Great Ceremony" a few priests and a band of zealots became enamored with the Ash Plains and decided to stay behind and lay down the foundations of a settlement; a settlement dedicated to Ginian. Every year the followers would again gather at the Ash Plains for the Great Ceremony and every year more and more devotees would stay behind to build the settlement. Over the course of a century a great city was built out of the black rock of the Ash plains. The city became known as The City of Osroth, a city of literal darkness. The city flourished to such an extent that the Goddess herself became enamored with the entire enterprise and blessed them all on the same day.

Aviary Island: Located east of the City of Atherria lies Aviary Island home of the giant pelican. The island is intentionally left off-limits to outside influences as it is the home of seals, sea lions, migrant birds and the giant pelican. The island is a central nesting ground for birds. The island is almost 200 miles long, yet it struggles to find a place for all the inhabitants that arrive during nesting season. The seal and sea lion occupy the shores during mating season and the seagulls, albatross, pelicans and petrels flock to the center of the island. The island is home to the giant pelican that utilize the island as a home base while they venture out to sea in search of fish. The island is under the protection of the City of Atherria; there are two small military observation posts on the island, one on each end. Giant pelicans do not breed in great numbers and every egg is extremely valuable. A small number of pelican eggs are carefully harvested and transported to the City of Atherria where the chicks are hatched and trained. The Atherrian Alliance has nearly 300 trained giant pelicans that form an important part of the Empire's defensive network. The pelican's are primarily utilized as forward scouts; the army has created a special unit called the "air cavalry" who together with a marksman are trained to shoot the bow while riding the pelican. Each year a few eggs are sold at a high price to civilians in order to generate revenue for the army.

Aynian Sea: The great body of water that spans the entire northern portion of the continent is called the Aynian Sea. The water is cold and forbidding, a man overboard may scarcely survive a day before succumbing to the frigid waters. (During the winter a man overboard may last for only an hour) The sea ice expands during the winter reaching as far south as Bulgoa Island; no ship sails around the North Cape during the winter. The Aynian Sea is fairly calm in the spring and summer...then in the fall it becomes rough and choppy eventually becoming un-navigable during the winter as the swells become larger than ships can safely navigate.

The sea is full of fish and a large diversity of underwater beasts of unimaginable sizes and types, only the dragoon fully understand the extent of the diversity found in the deep. There are Dragoon in the Aynian sea though most prefer the warmer waters to the south. The fishermen who fish the northern shores find schools of: haddock, bass, grouper, marlin, halibut, salmon and herring. Those with boats armed with harpoons go after whales and giant squid.

Bulgoa Island: The only Island in the Aynian Sea, Bulgoa Island is home to human clans of blond hair blue eyed Vikings. The Vikings are explorers who make their home upon the sea. (They worship the Goddess Eir) They are distrustful of outsiders. Unwanted visitors to the island are usually interrogated and incarcerated for several months of hard labor before being sent home. The Vikings are a fierce war-like people who hold the fearless warrior in the highest regard. Revenge killings are legal on the island; these rights even extend to foreigners. The warriors of the island are usually dressed in chain mail armor with decorated round shields on one arm and a war axe in the other. The Vikings have come to know the benefits of the horse, which are always in short supply on the island. (Horse traders are always welcome in Bulgoa)

In the Bulgoa Mountains there lives a blonde hair blue eyed race of dwarves who call themselves the Andvari. The Andvari mine iron ore with traces of alumene from the Bulgoa Mountains; a Viking adorned in alloy armor is a status symbol among the people...viking workmanship is exquisite; always full of decoration and detail. The Vikings build long boats with a single sail and slots for oars; they are clinker built and very light. A Viking boat is made to sail the shallows or hand carried across land if need be.

The Viking social order is centered on the clan chieftain who is almost always an accomplished warrior. The clan chieftain settles disputes and leads the clan in battle. The Viking social structure is intertwined with priests of Eir who interact with the populace to stave off bad luck and ill omens. (Foreign priests of Eir are welcome on the island) The island of Bulgoa is also home to some of the most powerful Rime Mages who have great power over the ice and snow.

The island is located in a northern climate with temperatures well below zero during fall and winter; during the spring and summer the temperatures rise above freezing and the grasses of the tundra flourish under the long days of the sun. The arctic tundra is home to herds of: yak, winter bison, snowshoe hare, and caribou. The sandy beaches are home to penguins, seals and sea lions; the seas of the north are occupied by whales that come north to feed on the abundant krill. The

predators that live and patrol the arctic tundra are the polar bear and the gray wolf. In the center of the island lies the snow covered Bulgoa Mountains an inhospitable place occupied by arctic beasts. The Bulgoan Mountains are home to the colossal Frost Giants who are immune to the subarctic temperatures that are common at higher altitudes. The frost giants hate humans and dwarves and will usually hunt them on sight. The mountains are home to the night hunting Fenrir Wolves...giant wolves that are jet black in color; other terrors include: the Vodr (Willo-the-Wisp), lindworm (Ice Snake), hildisvini (Battle Boar), landvaettir (wights), draugar (cave zombies), and the volva (witch). The witches of Bulgoa have an unprecedented power to curse; therefore if they are ever found they are usually bound, burned alive and the ashes spread out to sea.

The Cinder Cone Mountains: located south of the Lower Plains, the Cinder Cone Mountains are the home of the Ash Dragon. The Cinder Cone Mountains are remnants of extinct volcanoes; the landscape is barren with loose black rock encompassing almost the entire mountain range. The mountains are located in a hot and humid climate; the sun beats down upon the black rocks and heats the surface into a sweltering nightmare; thick fog often covers the mountains for days on end.

Nothing lives on the Cinder Cone Mountains except ash dragons. Ash dragons are much smaller than their northern cousins and walk upon 2 legs similar to a chicken. They are excellent hunters with sharp talons and a ferocious bite; they breathe lines of fire at enemies that get too close. (They must jump/hop to rake victims with talons) The ash dragons can be found resting in the loose rock and basking in the blistering heat. They hunt for food in the Reptilian Marshlands where their prey consists mainly of tapir, hippos and giant crocs.

After many years of failure the Kainian Knights were eventually successful in domesticating the ash dragon. (Ash dragons are trained from hatchlings) They hope to create an entire regiment of airborne knights mounted upon ash dragons as an assault force that the Atherrian Empire will never be able to match. The Cinder Cone Mountains contain no trace of civilization past or present and are generally avoided by everyone, including the local inhabitants.

The Devil's Run: located between the Isle of Nyx and 1st Island, The Devil's Run is a near perfect feeding ground for large aquatic creatures. The ocean floor adjacent the two islands is deep and the nutrient rich waters that drain between them pour into the Devil's Run. The waters are naturally thick with krill, plankton and green algae, this in turn yields large schools of fish, eels, and the the barbed-tail manta ray. Whales arrive from distant seas to feed on the plentiful krill and algae...the megalodon, a giant shark hunts the waters as well. The largest megalodons are ship busters, they are known to roll boats on the open sea and eat whatever spills out. The Devil's Run is also home to the colossal Kraken that hunts both the whale and Megalodon. If provoked, the Kraken is also capable of tearing ships apart with massive barbed tentacles. No ship willfully sails the Devil's Run unless as a last resort. The dragoon will even avoid these waters unless they go in large numbers.

Eastern Ocean: The Eastern Ocean is more difficult to navigate than all other oceans combined. The winds generally blow from the east to the west bringing with them the violent storms that rain down upon the eastern half of the continent. The eastern half of the continent receives a much larger share of precipitation than its western counterpart. The choppy waters of the Eastern Ocean are difficult to navigate by boat; many ships have been cracked by the waves or driven by storms into the shore and smashed amongst the rocks. The Eastern Ocean is fickle and unforgiving; except for the sturdiest ships commandeered by the Atherrian Navy most other ships avoid the cold waters of the Eastern Ocean. There are no ports on the shores of the Eastern Ocean even among elvish lands; instead the Great Port was built in the Bay of Aln; the bay providing a bastion of protection from the violent waters of the Eastern Ocean.

The Eirian Sea: The southernmost waters are called the Eirian Sea; the waters are warm all year long even as far north as the Guldoinian Swamp. The Eirian Sea is home to the largest population of dragoon in Atherria. The Deep Sea trenches that contain concretions with traces of chromanium are located in these waters. The Sea is relatively benign in all seasons except in the winter when storms arrive from the east. The Atherrian Navy operates in these waters patrolling for bandit ships laden with illegal loot. The Eirian Sea boasts the greatest number of shipping routes and with it the greatest amount of shipping traffic in all of Atherria. The waters are fished for the abundant life contained within her; crab boats troll the waters south of the Endlan Plateau for the succulent crab sold as a delicacy in the marketplaces of the City of Atherria. The Eirian Sea is home to colossal-size turtles that swim the open currents in search of whales.

The Endlan Plateau: Located south of Lake Havaroon, the Endlan Plateau rises nearly 4000 feet above the level of the sea. The Endlan Plateau is a geological oddity as it is a high altitude plateau located in a warm wet southern climate. The Endlan Plateau is usually covered in a dense fog almost year round; instead of a tropical forest the plateau is covered by a coniferous forest that is usually reserved for northern climates. The Endlan is believed to be located on a natural ethereal node as those who venture near the borders report that magic either doesn't work or works too well. *(1st check: 25% chance of failure each spell cast) (2nd check: 10% chance the spell doubles in effect)* The inhabitants of the Plateau are accustomed to the wild magic and have learned to cast spells that limit the liability either way. (They cast spells that utilize the least amount of ether points)

The Endlan Plateau is home to the Minotaurian Empire who make their home among the more ethereal creatures of Atherria. The Endlan forest is occupied by woodland creatures: minotaur, brownies, pixies, centaurs, forest-giants, ogres and the only place in Atherria where you will find a few unicorn. The coniferous trees are watered daily by the dew left behind from the heavy fog; this allows the trees to grow to an immense size; some trees being almost 5 squares in diameter. The fog presents a serious impediment to outsiders as it limits vision to a 1-2 squares, even thermal vision is useless in thick fog. (Foreigners to Endlan suffer a -2 penalty to Attack Rating while melee attacking in thick fog) The inhabitants of Endlan have no such handicap for they use the sound made by clumsy foreigners to pinpoint their location, and then engage them at melee range without

penalty. (Range weapons are useless in thick fog and spells must be used at close range) There is an 85% chance for fog each day in the Endlan Plateau.

The Minotaur hate outsiders and will usually capture or kill them on sight. It is believed that the Minotaur have built 3 large cities that are located deep within the Endlan forest. The minotaur are excellent metal craftsmen; they are fully capable of making fine weapons and armor. There are credible reports of Minotaur arrayed in full plate alumene armor armed with large alumene battle axes. It is also known that the minotaur use gold coin as currency, though where they mine the gold is another mystery. As far as recorded history is concerned the Minotaur have been content to stay on the Endlan Plateau; it was rumored that the gods of chaos once offered the minotaur an alliance and it was refused; some believe they refused because they worship a different set of gods...but that remains a mystery to this day. For the most part the Endlan Plateau is relatively unknown to the civilized world.

There is a tale of 2 wizards from the Island of Bulgoa that went in search of a 30 pound EFT Tektite that they had calculated by its trajectory must have landed on the southern end of the Endlan Plateau. (They had observed the meteor as it passed over Bulgoa Island) When they arrived on the plateau they were met by a small group of minotaur; to their surprise their magic was somehow enhanced and they defeated the beasts soundly. Bolstered by their new found powers the two wizards decided to assault a minotaur village with the intention of striking fear into the inhabitants so they might be left alone to find the impact site. Unfortunately their magic seemed to dwindle this time around and one of the wizards was decapitated during the fight...while the other fled in terror; a year later returning to Bulgoa to tell the tale.

Lake Guldoin: located south of The Narrows, Lake Guldoin is a fresh water lake fed by the cold Trobolan River; the lake is naturally occupied by abundant fish: perch, trout, gar and sturgeon. Lake Guldoin was the center of naval conflict between the Atherrian and Kainian Navys during the 2nd Great War. The Atherrian Empire maintains a naval base at the City of Veen and the Kainian Army maintains a naval port at Kronos.

Roughly 2000 years ago the Kainian Army made an initial assault by land at the Narrows, they also sent a fleet of warships to destroy the naval base at Veen. The opposing fleets met near the City of Veen and the 1st major naval battle commenced leaving hundreds of corpses strewn over the lake. The war wasn't decided by either side on the water; it was decided on land when a regiment of bovia warriors finally broke through enemy lines just a few miles west of DarkMoore creating a wedge that eventually sent the Kainian Army back to Kronos. (The two fleets dispersed soon after) The construction of the Crusadian Stronghold began shortly thereafter.

There are rumors of sea monsters in Lake Guldoin; these rumors being reported by sailors who saw a few rise above the surface to feed on the dead that littered the lake after the war.

The Guldoinian Swamp: a narrow strip of land located between Lake Guldoin and Eirian Sea, the Guldoinian Swamp is home to a diverse body of reptilians. When the banks of Lake Guldoin flood; the excess water drains into the Guldoinian Swamp. There are very few places in the swamp that constitute dry land; most areas are covered in 1-15 feet of water. Where the water is shallow the swamp is occupied by vines and trees that alternate with thick marsh reeds that grow everywhere else. The deep water bogs are laden with green algae and giant lily pads floating on the surface. The swamp is inhospitable and deadly; the swamp is home to the plague and a few mosquito borne diseases. (1% chance/day plague and 3% chance/day random disease; immunity: disease)

The swamp is home to lethal variety of giant plants: Venus flytraps, vine creepers, hanging noose, acidic algae, thistle sentries, green scorpia and poison thorn spitters. The waters are home to many types of oversize aquatic life: catfish, carp, crayfish, alligators, crocodiles, boa constrictors, frogs, pythons, and giant vipers. The trees provide a refuge for the flocks of birds and monkeys. The swamp is a migratory wetland for thousands of ducks, geese and coons.

The Guldoinian Swamp is home to one of the two reptilian races: the Dungan...an intelligent race of lizard-like humanoids with long tails who find their home here in the swamp. The other reptilian race is the Malowai...an intelligent race of lizard-like humanoids without tails that live in the Reptilian Marshlands of the south. The Dungan are much more aquatic in nature than the Malowai; the Dungan use their strong tails to propel them through the water and are capable of being submerged for as long as 15 minutes before being required to surface for air. The Malowai having no tail are relatively slow swimmers and may only remain underwater for 8 minutes before surfacing.

While not highly magical in nature, the reptilians are nevertheless excellent warriors who have pledged allegiance to the Kainian Empire. The City of Kronos contains a sizable population of both reptilian races; out of all the races that serve Kronos the reptilians are the least trustworthy for they are easily swayed by corruption, extortion and greed. It is known that shipments of illegal trade goods are delivered through the Guldoinian Swamp by way of the gold enriched claws of the Dungan. Despite being geographically a narrow strip of land about 400 miles in length, because of its unique geographical complexities it contains a diverse distribution of concentrated life.

The Great Hardwood Forest: located west of Lake Havaroon, the Great Hardwood Forest is home to the largest supply of broadleaf trees: ash, maple, alder, elm, beech, birch, oak, hickory, cherry and sycamore. The dense forest primarily exists because of the close proximity to Lake Havaroon that covers the area in dew every morning. (The winds generally blow from east to west)

The trees near the shore of Lake Havaroon are harvested and floated across the lake to port Havaroon where they are cut into lumber. The forest is occupied by wolves, dire wolves, wolverine, wild turkey, pheasant, ducks, geese, root badgers, wild boar, spotted deer and the Mangrovians. Mangroves are a race of intelligent plant like-like humanoids that exist to manage the forest. There are 3 species within the Mangrove race:

Mangals: Large trees that appear a human-like; with arm and leg appendages made of wood. Mangals are known as the *Giant Sentries* of the forest who intervene when trees are being destroyed for no reason. They will also come to the aid of *Wealds* and *Leffins* when they are attacked.

Weald: Median-sized plant-like humanoids made from vines and roots. They are literally the angels of the goddess *Rhea* whose duty is to protect the forests and rid it of blight. The *Weald* regenerate 1 health per turn while they rest in the sunlight...at night they must take root and turn into a small tree.

Leffins: Median-size plant-like humanoids made from slender branches covered in thick broadleaves. They are charged with moving seedlings to areas with more sunlight; often you will find them near burnt areas of the forest planting seedlings. (Leffins are shy and will always vacate an area with strangers)

The *Great Hardwood Forest* enjoys a wet climate with abundant precipitation; most of the rain arriving by storm during the winter and spring. The forest has many rivers, streams and small ponds... many priests of *Rhea* call the *Great Hardwood Forest* home.

1st Island: located east of the *Isle of Nyx*, 1st island is literally the place where the goddess *NYA* began 1st creation. The island is about 200 miles in length and occupied by a dense jungle; the island is one of the wettest places on *Atherria*. It was here that *NYA* made dinosaurs that dwell on both the land and in the sea. Many of the original dinosaur inhabitants are now extinct; it is now populated by several large herds of a particular species. The largest herbivores consist of several sauropods: triceratops, ankylosaurus, thescelosaurus, edmontosarus and the stegosaurus. The carnivores consist mainly of the tyrannosaurus rex, gorgonops, coelophysis, titan-boa and the dire gorilla. There are a few other smaller herbivores that inhabit the island but are not a threat to man. The seas to the east of the island are known to contain a few megalneusaurus who prey on fish and dragoon. (They avoid the *Devil's Run*) The island itself is largely unexplored; the contents of the island were largely discovered through magical means...scrying. Wizards have long claimed that 1st island should be an excellent source of nodularity because of its particular geographical location on the globe.

The Isle of Nyx: an island located just off the coast of the *Great Hardwood Forest*, the isle of *Nyx* gets its name from an experiment gone awry. Early in *Atherrian* history a village of humans that lived in the *Great Hardwood Forest* became obsessed with longevity, they became jealous of the long lives of the elves. In their obsession a few sought out any form of magic that would aid them in their quest; after years of searching they came to realize that the answer was never to be found in any tome of magic. A wayward priest of *Eir* by the name of *Zeres Vykus* sent his voice into the heavens for an answer and the goddess *Nyx* immediately answered; apprehensive at the prospect of working with an evil goddess...he slowly shied away. *Nyx* would not be denied for she continued to press *Zeres* with possibilities she knew he could not refuse; eventually *Zeres* gave in to

the persuasive goddess of death. Zeres was able to convince a large majority of the villagers to worship Nyx in exchange for a long life and they in turn honored the goddess by building a temple in her name.

The village was accidentally discovered by a wandering priestess of Rhea who fled in fear as soon as the temple of evil came into her view. The villagers gave chase in the hope to cut her down before she could raise an alarm; nevertheless the wise priestess hid herself by using the magic of the forest and eventually sent word to the Crusadian Knights.

When a small army of Crusadian Knights arrived at the village it was found empty. The villagers had fled the mainland using a fleet of fishing boats that transported them to a primitive island a hundred miles off-shore. When the villagers arrived they found the island already inhabited by a few primitive tribes of humans that lived in the trees and hunted with the bow. The primitive tribes united to exterminate the intruders, but with their new found faith the villagers fled deep into the heart of the jungle where at great cost they were able to outlast the patience of their attackers. After a few years the tribesmen eventually gave up and left them for dead; nearly starved to death the remaining villagers moved even deeper into the jungle and built a new village...over the next 300 years the village became a thriving community and a great temple to Nyx rose above the jungle canopy.

Nyx had blessed the original inhabitants with longevity long ago, and many members of the old village were still alive; seeking revenge they began to capture and murder the primitive tribesmen whose grandfathers had failed to exterminate them centuries before. A new priesthood was established and soon priests of Nyx with new found powers raised these savages from the dead with dark energies; it didn't take long to raise a small army of undead to unleash upon the islanders.

The undead they created required a constant supply of dark energy or they would lose the ability to animate and collapse. Zeres Vykus desired an army of undead that would never require dark energy to sustain them...after begging the goddess she gave him what he desired, but told him once they went down this path there was no going back. The goddess of death gave him a key to unending life, but it came with a price and thereafter he became Lord Vykus, a vampire lord who fed upon a host of his family and friends before the entire city fled in fear; such a great act of evil had not gone unnoticed by the goddess who sent her avatar to personally oversee the new creation.

Lord Vykus eventually raised a vampire army and after suffering heavy losses finally destroyed the avatar and gained his freedom...and since that day the vampires who survived the wrath of the goddess continue to feast on the blood of those that remain on the island. The immortal villagers who fled the city have joined forces with the primitive tribes in an effort to destroy the vampires as a last hope. Some say they use dark energy to combat the vampires. Some say the island is full of undead. Ships that sail around the southern end of the continent give the island a wide berth. A few of the villagers have managed to flee the island on rafts of wood to tell the tale. (It is said that villagers that leave the island lose their immortality) The jungle still stands

as it did since the beginning of time, waiting for the children of light to cleanse the scourge and destroy the infernal key forever.

Kalkadeem Jungle: Located in the southwest portion of the main continent, The Kalkadeem Jungle is the ancestral home of the Ugar. The Kalkadeem is a dangerous place occupied by oversize cats, snakes, alligators and Ugar. The old saying goes, "there is no conquering the Kalkadeem' and it has long been left contained within its borders. The Ugar are intelligent apes that believe in their own superiority; they hate humanoids from the north and usually kill them on sight. The Ugar especially hate Bovians and usually fly into a primal rage when encountered. The Ugar have attempted many times to expand their rule beyond the jungle; they are not afraid to invade the borderlands if their numbers are great enough.

It is rumored that the Ugar have built cities deep within the jungle with rooms that warehouse precious gems that they collect as a peculiarity; some say they collect nodularity as well (Though there is no proof they know how to use them) There is also a rumor of an abandoned dwarvish silver mine near the foothills of the Endlan where the base of the plateau meets the jungle below.

The Lower Plains: located south of the Ash Plains, the Lower Plains are the agricultural center of the Kainian Empire. The lower plains combine fertile soil with an ample supply of rain to produce an abundance of vegetation. The lower Plains are occupied by large farms that produce the fruits and vegetables for the Kainian Empire; in the southern plains the land is heavily grazed by large herds of cattle and ibex. The city of Talin is the center of the agricultural community worked by former human slaves. The lower plains are heavily patrolled by Kainian Knights who are commissioned to ensure regular shipments of food to the City of Kronos. The plains are home to the: rabbit, red fox, coyote, prairie dog, horned owl, red-tail hawk, bobcat and the dire muskrat.

The Lowland Hills: located east of Lake Havaroon, the Lowland Hills are the ancestral home of the bovia race. The lowland hills are an area of gently rolling hills covered in thick green grass; it is the main diet of the bovia. There are no cattle, sheep, goats or horses grazing the lowland hills; the bovia will drive them out along with the Sheppard. The lowland hills comprise a large piece of real estate that the bovia graze nomadically. The newly established bovia settlements are an attempt to offer the comforts of a home to an otherwise nomadic race. The lowland hills are home to the: rabbit, coyote, fox, badger, hawk, and over 1,000,000 prairie dogs. Life on the Lowland Hills is simple: the small herbivores feed on the grass, the predators feed on the herbivores...and they all avoid the bovia. The bovia race is very protective of its own: if you attack one you attack them all. Unfortunately, besides the lush green grass, the lowland hills are devoid of natural resources. The only real resource of the Lowland Hills is the bovia race, who are a mainstay of the Atherrian Alliance.

The Narrows: A small strip of land wedged between Lake Guldoin and the Aynian Sea, the Narrows is the current dividing line in the battle between good and evil. After the 2nd Great War the Atherrian Army pushed the bulk of the Kainian Army back across the narrows. (A few fled to meet up with their cousins in the Trobolan Mountains) The Atherrian Empire built the Crusadian Stronghold with the sole purpose to contain the Kainian army on the western half of the continent.

The Kainian Army continues to challenge that line on a daily basis; The Narrows is the deadliest place on Atherria. The Narrows is a strip of land barely 40 miles wide in the narrowest place; the ground is soft with thin grasses that grow along its length...the ground is mostly flat with a few rocky outcrops that are hotly contested by both sides, as each side struggles for a tactical advantage. The natural wildlife fled The Narrows long ago.

Northern Volcanoes: Located beyond the Tharis Mountains; the Northern Volcanoes are the ancestral home of the northern dragon. The Northern Volcanoes are very active and at times are a constant supply of smoke and ash that belch forth from several volcanoes all at once...at night the glow of lava flowing down the side of a volcano is a common occurrence. It is an inhospitable land where vegetation must grow alongside the barren landscape of old lava flows.

There are 2 types of dragons that live on the continent: the ash dragons from the Cinder Cone Mountains and the northern dragon that inhabit the northern volcanoes. (Both dragons breathe fire) There is no comparison between dragons; the ash dragon is dwarfed in size next to a northern dragon. An adult northern dragon is gargantuan in size. (Adult ash dragons are much smaller) Northern dragons have 4 legs and ash dragons only have 2.

Northern dragons are known to warm themselves near volcanic vents; often laying their leathery eggs perched high in a nest where they can watch over and protect their young. Northern dragons are omnivores that will essentially eat anything; they primarily feed on the woolly mammoth, woolly rhino and giant ice worms that live in The North.

Northern dragons are near the top of the food chain and usually fear nothing; they are protected by thick dragon scales, attack with massive claws and have an extremely powerful bite (They can usually eat a median size creature whole) their greatest weapon is their ability to unleash an ungodly burst of flame...they also have good senses; therefore it is difficult to get near them before one takes flight and begins to patrol the area for an easy morsel. (A giant pelican and rider can outrun a northern dragon) The northern volcanoes and the riches they hold are largely unknown.

The greatest spell created by the Arch-Mage Therrin actually summons a northern dragon to a destination near the caster. (211 Aether Points to cast the spell) A summoned dragon is never happy and will usually punish everything in sight before the spell ends. The spell requires an intact scale of a northern dragon to cast and is consumed in the casting.

The North (Frozen Tundra): located far above the Tharis Mountains lies the frozen tundra of The North. The North is a largely an open prairie occupied by arctic grass that remain in near permafrost conditions in all seasons except the summer...during the summer tussocks are formed within sections of the permafrost; a tussock is a form of a squishy bog. The vegetation of the north is grown exclusively during the summer months before being buried in snow for the long dark frigid winter.

The North is a land occupied by oversize creatures that have learned to brush away the snow in order to get at the arctic grass below. The land is inhabited with the: woolly mammoth, woolly rhino, musk ox, caribou, arctic deer, arctic fox, arctic wolves, dire bears, grizzly bears, saber tooth tigers, giant albino hares, and giant ice worms. The frigid rivers are full of salmon during spawning season. It is only during the summer do temperatures rise above the melting point of ice. There are rumors of humans living in the North following the herds of caribou. There is the belief that these same humans have discovered spells that allow them to survive the arctic conditions.

The Reptilian Marshlands: located south of the Lower Plains, the Reptilian Marshlands are home to reptilian humanoids who call themselves the Malowai. The marshlands are naturally landscaped by water tolerant grasses intermixed with thick groves of marsh reeds. The deep water areas are in turn occupied by the water lily and green algae...and where dry land exists a tropical jungle fills the area. Most of the marshlands are submerged in 1-4 feet of water with alternating bogs that go much deeper; annual precipitation is abundant.

The Reptilian Marshlands are home to the mosquito borne yellow fever, there being a 5% chance per day of being bitten by a disease ridden mosquito. (Players must roll everyday) If an immunity roll is unsuccessful the victim falls ill in 1d4 hours with severe chills and a high fever. (Healing spells offer no relief; the remedy is usually herbal in nature) Once ill, the victim can do nothing but lie down and suffer in agony, after about 4 hours delirium sets in and most victims begin to babble nonsense. The victim must continue to roll immunity to disease daily; success = victim recovers over the next 12 hours and gains a permanent immunity to yellow fever. Fail = a permanent -1 loss of strength as the physical body continues to deteriorate.

The Reptilian Marshlands are home to variety of small and oversize creatures: alligators, crocodiles, hippopotamus, tapir, otter, platypus, boa constrictors, water vipers, egrets, ducks, geese, white-beak coons, borer moths, killer bees, spitter-frogs, red-back frogs, pouncers (toads), giant bullfrogs, and the spore-frog. (All wildlife that inhabit the Reptilian Marshlands are immune to yellow fever)

The Malowai are intelligent lizard-like humanoids without tails. The Malowai are related to the long-tail Dungan that live in the Guldoinian Swamp. The Dungan are much more aquatic in nature than their cousins the Malowai; the Dungan use their strong tails to propel themselves through the water and are capable of being submerged for 15 minutes before the need to surface for air. The Malowai are relatively slow swimmers and can only remain underwater for 8 minutes before the

need to surface. (The Malowai can swim much faster than man) The Malowai have evolved the ability to move quickly through the thick grasses and reeds of the marshlands without penalty. Outsiders will move at $\frac{1}{2}$ move rating while in the marshlands.

While not highly magical in nature, both reptilian races are excellent warriors and have allied against the Atherian Alliance by joining the Kainian Empire. The City of Kronos contains a sizable population of both reptilian races. Out of all the races that serve Kronos the reptilians are the least trustworthy for they are easily swayed by corruption, extortion and greed. The malowai fight in packs and use military tactics to destroy an enemy; they prefer weapons made of metal especially the metal tipped spear...they don't wear armor favoring mobility over protection. They have been known to use bows, javelins and poison darts to engage enemies at a distance; at melee distance they can resort to claws if need be; even without weapons the Malowai and the Dungar are lethal.

The Selvatic Jungle: located south of the reptilian Marshlands lies the largely unknown Selvatic Jungle. The Selvatic Jungle occupies the southern peninsula of the western half of the continent. (The weather is hot and humid all year round) It is the largest tropical jungle on the continent with abundant vegetation; the trees providing a permanent canopy over the jungle floor. Little is known about the jungle except rumors that have allegedly been related through communications with the Malowai... who usually avoid it altogether. The Malowai claim the jungle is inhabited by deadly oversize insects and spiders. They call the arachnids the "Mangora", they say the Mangora are intelligent but have no form of speech...yet it is known that they somehow communicate.

They claim the Mangora feed on giant insects and the Selvatic Jungle is nothing more than a constant battle between the two adversaries. They say the arachnids come in all varieties: black widows, jumping spiders, wolf spiders, crab spiders, goliath spiders, purse web spiders, tarantulas, thorn spiders, whip spider, spiny orb weaver, diving bell spider, bola spiders, huntsman spiders, funnel web spiders, camel spiders, and the spiny assassin. (It is believed that there are literally a hundred species) The giant insects also come in many varieties: hornets, bees, wasps, yellow jackets, mosquitoes, tarantula hawks, horse flies, robber flies, dragonflies, snipe flies, sentry flies, flesh flies, blue bottle flies, crane flies, praying mantis, cuckoo wasp, and cockroaches. (It is believed that there are thousands of insect species) There are rumors of deadly plants as well. The Selvatic Jungle truly awaits explorers to thoroughly discover the beauty that she holds.

The Steppes: The Steppes constitute the largest geographical area of the continent. (Even bigger than the wastelands) The Steppes are a relatively flat prairie that covers the central portion of the eastern half of the continent. There are relatively few trees on the Steppes; instead it is occupied by thick blade grasses and leafy plants. The Steppes are perfect for grazing animals.

The village of DarkMoore is located on the open Steppes and takes full advantage of this agrarian paradise to produce a breadbasket of provisions for the Atherrian Empire. The Steppes are also occupied by wild animals: auroch, antelope, ibex, bison, sika deer, coyote, jack rabbit, giant

lynx, falcon, giant skunk and the plains leopard. The Steppes constitute the heart of the continent providing home to a large and diverse population of inhabitants. The Steppes are literally the breadbasket for a whole host of herds and wild animals, which in turn provides the Empire with much needed meat.

The Sylvan Forest and Sylvan River: located north of the City of Atherria, the Sylvan Forest is the largest forest on the continent. It is located in a northern climate that receives the brunt of storms that venture in from the Eastern Ocean. The sylvan forest is one of the wettest places in the Atherrian Empire and also located in a climate cold enough that it never truly dries out. The rocks and trees are often found covered in lichen and moss. (During the winter months the forecast is always "rain") The forest is comprised of cedar, fir, larch, pine, ponderosa, and spruce.

The Sylvan River is the largest river in Atherria; the river drains the water-logged forest into Lake Havaroon. The forest is the ancestral home of the elves with their fabled city of gray. The sylvan forest is a hazardous place being occupied by both prey and predator alike; elves and gnomes have adapted to this environment by evolving the ability to travel through the forest unseen when the need requires. The forest is home to: deer, elk, moose, wolves, black leopards, brown bear, black bear, giant sloth, weald, mangals, wild boar, osprey, silver fox, gray fox, wild turkey, root badger, raccoon, brownies, pixies, and black creepers. The Great Sylvan River is home to a variety of fish: trout, codfish, minnow, perch, shad, lamprey and pike...the shores are also occupied by many varieties of clams and crayfish that are harvested as a dining delicacy.

The tributaries of the river north of the City of Sylvaria are home to the amphibious Salamung race. The Salamung are median-sized intelligent salamander-like creatures that walk on 4 appendages while upon dry land. (Their home is in the water) The Salamung are inherently evil and allied themselves with Khainos during the 1st Great War; large bands of salamung came out of the Sylvan River to attack what was then the village of Sylvaria and the town of Havaroon; they were successful in scuttling several Atherrian naval ships. After the war they returned to the northern tributaries and have since remained there; the northern tributaries are off-limits to ships, it is only the southernmost tributary that is used for shipping and fishing. The salamung hate elves and gnomes and will usually kill them if the opportunity presents itself. The salamung are most comfortable in the water, but are more than capable of coming to shore to silence a party of gnomes.

The salamung were surprised to see dragoon who fought them aggressively during the war; the dragoon were eventually driven out of the water by overwhelming numbers. The local inhabitants avoid the northern tributaries for they know it would be certain death to try and swim across a river...let alone wander along the shores. The salamung are a diverse race that are identifiable by their colors: marsh green is the warrior caste, the blue are highly magical, the black are highly poisonous and the yellow are shapeshifters. Most of the Salamung worship the god Khainos in their underwater temples, except for the yellow salamung who worship Ginian. The

salamung use fresh water pearls as currency. Unlike dragoon, the salamung have evolved in fresh water far from the sea and cannot tolerate salt water.

Tharis Moutains: located north of the Sylvan River, the Tharis Mountains are home to the underground dwarven city of Thorgrin. The mountains run in an east-west direction and are a sight of grandeur as they steeply rise out of the relatively flat plains of the Steppes. The mountains can best be described as rocky with sporadic forests that occupy the many valleys and ravines. The mountains are home to the: mountain goat, bighorn sheep, whitetail deer, elk, grizzly bear, giant dragonfly, and the hawk. The streams are occupied by abundant lake trout.

The northern slopes of the Tharis Mountains are inhabited by tribes of goblins. The goblins are great in number and strategically utilize their numbers to overwhelm their opponents. They are not highly magical, but are lethal nonetheless as they are cunning warriors. The goblins do not work metal; instead they utilize weapons gathered from natural sources i.e. clubs, bows, spears etc...and will scavenge anything and use it to their advantage. Veteran warriors will often wear leather armor and fight with scavenged metal weapons. They will raid the farms near Darp for cattle and horses which they eat for food. The goblin tribes are led by a goblin warrior that calls himself the *Goblin-King of ilp*. The *Goblin-King* found a way into the tunnels under the mountain and invaded the underground City of Thorgrin. The *Goblin-King* now has an unknown presence in the dark caverns behind the doors of tunnel 19 and it is still unknown how he found a way in from the surface.

The Trobolan Mountains and the Trobolan River: located north of the Steppes, the Trobolan Mountains constitute the largest and highest mountain range on the continent and the Trobolan River constitutes the 2nd largest river on the continent as well. The peaks of the tallest mountains are eternally covered in snow with deep cut valleys occupied by large glaciers. The mountain range boasts the highest elevation span comprising nearly 300 miles in length; the mountain range is so formidable that clouds are forced to drop all their moisture while ascending the summit. The bone dry Vespoid Desert to the west is a tribute to the effectiveness of the Trobolan Mountains.

The mountains are located in a cold northern climate; the temperatures are subarctic during the winter months, especially at higher elevations. Only during the summer months do temperatures tepidly rise above freezing. The mountains are especially dangerous during storms as the mighty winds drive the snow into intense blizzards where visibility is zero. On rare occasions as much as one foot of snow can be laid down every hour for days at a time creating an avalanche nightmare. During the summer when the snow begins to melt the Trobolan River becomes swollen with whitewater; the whitewater makes a sound like thunder as it flows violently out of the mountains. The mountains are made mostly of rock with the valleys and ravines of the lower elevations covered in coniferous forest.

The Trobolan Mountains are officially located within the boundaries of the Atherrian Empire, but they do not serve the Atherrian Alliance. The Trobolan Mountains are home to tribes of

goblins, orcs, ogres, rock giants, mountain giants and even a few renegade drakkar. Many of the inhabitants that live in the Trobolan Mountains were driven there after the 1st and 2nd Great wars and it is known that these tribes make contact with Kronos. The Trobolan Mountains represent a serious threat to the Atherrian Alliance; at one time there were plans to invade the mountains and clear it of evil...it was abandoned because of the fact that the orcs and goblins have multiplied to such an extent that an invasion of the Trobolan Mountains is now risky. The Orcs and Goblins use the steep terrain to their advantage; they build strongholds in inaccessible areas that give giants and ogres an advantage with thrown projectiles. The Mountains are home to abundant wildlife: black bear, dire bear, gray wolves, dire wolverines, mountain goats, bighorn sheep, moose, whitetail deer, elk, mountain lion and the saber tooth tiger.

A band of gnomes work silver mines in the southern foothills near the fork of the Trobolan River; so far they have been able to avoid contact with the local inhabitants by using magic to conceal themselves. The silver ore they mine is very rich, when the Trobolan River is calm they load wood rafts with ore and then freight it down to the port at Veen. Many are surprised to learn that the Trobolan River is practically devoid of life, because of the violent annual flooding only a small population of creek trout is found in the river. (The floods begin in late spring)

Uwabi Island: Located in the southern waters of the Eirian Sea, the Island of Uwabi is largely unknown. The Island is covered entirely in jungle; there is not much to see beyond the sandy shoals of the shoreline except trees. Uwabi Island is one of the wettest places on Atherria receiving abundant precipitation all year round. The temperatures rise into what is best described as a sweltering heat during the day. (The numerous insects rule the hottest part of the day) The Dragoon avoid the rivers because they say they are full of piranha, giant crocs and worse. It is rumored that giant mammals from ages past inhabit the island, a few have been identified as the: macrauchenia, smilodon, toxodon, megaloceros, and the marsupial lion. The deadly bird-like troodon finds its home in the Uwabi as well. The diversity of wildlife in the Uwabi is believed to be unparalleled.

There are known indigenous human and elvish tribes that find refuge among the trees and speak a primitive language. It is suspected that Uwabi Island has become a refuge for bandits whose ships dare the choppy waters of Crescent Bay and have made it to shore. The Atherrian Navy does not patrol these waters.

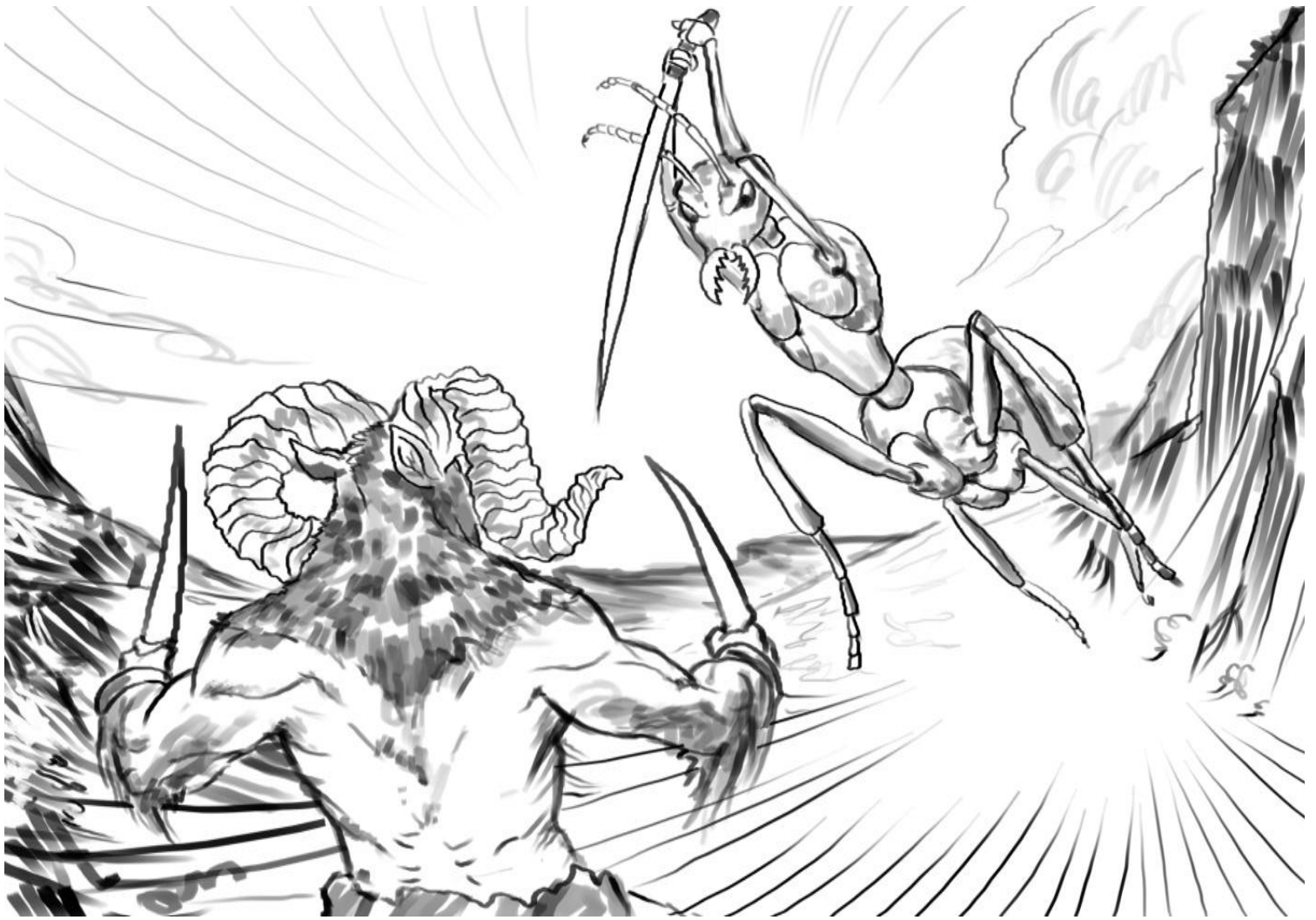
Vespoide Desert: located directly west of the Trobolan Mountains, the Vespoide Desert is the ancestral home of the Vespoide race. The vespoide desert is the driest place on continent; the Trobolan Mountains effectively drain the precipitation from all the storms that move westward. The desert is located in a northern climate with an elevation near sea level; the desert serves both extremes as it is hot during the long summer and freezing during the winter. The Vespoide Desert consists mostly of rolling sand dunes that are light brown in color. It is a harsh place to endure and the inhabitants have adapted to the difficulty of life within the dunes. The vegetation is limited to

dune grass that grows sporadically on the slopes of the dunes that face away from the sun. Near the coastline the salt grass covers the entire landscape along with colonies of large barrel cactus. There are also a few mountain streams that drain deep into the desert forming a few marshes where life and the palm tree are abundant.

The food chain in the desert is fragile and the food supply is limited. The herbivores of the desert consist of leaf-cutter ants, desert locust, giant damselflies, sphinx caterpillars and the cicada. The most important of these are the desert locust and the sphinx caterpillar that feed on the dune grass and multiply in massive numbers; near the desert marshes the locust are so thick they blacken the sky when frightened and take flight. (Both the desert locust and sphinx caterpillar are edible and nutritious) The predators of the desert consist of oversize centipedes, crab spiders, sun spiders, scorpions, tarantulas and wasps. (The wasps hunt the tarantula) The scavengers of the desert consist of the giant blister beetle (poisonous) and the giant horned scarab. The desert camel finds its home in the desert, though it doesn't stray too far from the rocky foothills in order to avoid the many predators that lie in wait.

The Vespoid Desert is a dangerous place because of the limited supply of food; therefore anything that wanders into the desert is considered a source of nutrition. The Vespoid are a median-size race of intelligent ants who have adapted to the harsh desert environment. The vespoid feed on locust and sphinx caterpillar as their main diet, but also hunts giant tarantula and snack on cicada when it becomes available. The vespoid's have evolved the ability to burrow just under the sand leaving only their antennae exposed above ground; they lie in wait until the scent of their favorite prey come into range and then attack. (The vespoid are essentially omnivorous but prefer meat over anything) Vespoids are surrounded by a chitinous exoskeleton that gives them a natural armor rating...they have no need of armor; they also have a powerful paralyzing bite. Vespoid are able to articulate at the thorax where the front two appendages end in 3 digit hands; the other 4 appendages are used for mobility (legs). Vespoids are natural fighters, what they lack in ether...they make up with natural abilities and superior fighting skills. The Vespoid was the last race to join the Atherrian Empire.

The sand dunes present a challenge to all foreigners that wander into the desert. (Movement Rate is cut by $\frac{1}{2}$) The vespoid do not suffer any penalty while traveling over sand or sand dunes. (The vespoid will even slide down steep dunes on their carapaces with an increased rate of movement) The vespoid are always at war with all other predators that together compete for the same food; they will usually attack each other on sight...the law of the desert is survival. There are times that heavy winds whip up enough sand to create a sandstorm with zero visibility.



The Wastelands: The Wastelands occupy the largest portion of land on the western half of the continent; it is the 2nd largest geographical area in Atherria. The Wastelands consist of mostly flat lands with a semi-arid climate. The Andarian Mountains to the east block most of the storms that venture off the Aynian Sea; the storms that do find their way over the mountains tend to be big and rain heavily upon the Wastelands (Monsoons). The Wastelands consist of lean grasslands intermixed with sporadic heavy brush and groves of scrubby trees. The ground becomes dry during the late fall as precipitation becomes scarce into the early winter months. There are sporadic shallow ponds that dot the landscape year round; these ponds transform into lakes during the rainy season.

The Wastelands are home to billions of locusts that fill the skies during the summer; the westward winds blowing a large portion of them onto the Wurm Dunes. It is also home to a variety of oversize beasts: elephant, rhino, dire rhino, wildebeest, pronghorn, antelope, giraffe, gazelle, lion, cheetah, hyena, cobra, viper, mongoose, aardvark, mound-building termites, baboon, monkey, bats, fireflies and the Cape buffalo. The local inhabitants hunt the wastelands for much needed meat where much of it is eventually sold into the City of Kronos. The Wastelands are considered to be the major source of protein for the Kainian Empire.

Western Ocean: The western ocean spans the west end of the continent and is known as the calmest of all seas. The trade winds generally blow from east to west with the continent forming a natural wind break for the western ocean; therefore the winds are mild and the waters are naturally calm. The Western Ocean is home to the the largest population of fish in the entire world. (Yet to be fished) There are colonies of dragoon in the western ocean that have never seen man.

The western ocean is relatively untouched as the inhabitants of the western half of the continent have their eyes permanently fixed on the Atherrian Empire to the east. The Western Ocean is for the most part unexplored. The waters south of the reptilian marshlands stay warm all year round even during the winter. The waters near the Wyrms Dunes stay mildly cold year round; only being able to freeze a man overboard during the winter. For the few who have actually seen them, the sand and corral beaches of the western continent are unsurpassed in beauty.

The Wyrms Dunes: located west of the wastelands, the Wyrms Dunes is home to the behemoth size Dune Worms that scavenge the sand for nutrients. The Wyrms Dunes consist of 600 miles of unending sand dunes without vegetation. The Wyrms Dunes are a combination of two weather extremes, during the summer the dunes are sweltering hot and during the winter they are blistering cold...especially at night. In late summer the Wyrms Dunes become covered with billions of fat locusts that are blown hundreds of miles by western winds from the Wastelands until they eventually litter the Wyrms Dunes with their corpses. The Dune Worms feed on the decaying locusts.

The Wyrms Dunes are uninhabited because nothing larger than a housecat dares wander the lifeless dunes, as anything bigger will be hunted by Dune Worms. Dune Worms hunt by sensing the vibrations that are produced when something larger than a housecat moves upon the sand. When Dune Worms hunt they will burst through the sand with great force usually swallowing their victims. The Dune worms are most active in the summer months during locust feeding season and become inactive during the coldest part of the winter (especially at night)

In the far west of the Wyrms Dunes near the coastline lies an area that is rocky and lightly covered in sand; the Dune Worms cannot go there. The western coast is home to a race of intelligent cat-like humanoids who fish the waters of the Western Ocean; they are called the Felineste. The felineste are essentially isolated from the outside world because nothing is able to make it across the Wyrms Dunes. What is known about the felineste was discovered by a few adventurous sailors who sailed the long journey around the southern cape to the Western Ocean. The sailors reported that the felineste have built a thriving city on the coast equipped with a functioning port filled with fishing boats. (The city is not on any maps) It is reported that the felineste do not forge metals; the sailors were able to trade low quality iron weapons in exchange for polished gold nuggets.

The felineste dress themselves in beetle-shell armor laced together with soft leather cord; they found them to be very proficient with the bow even though the arrows had stone tips; they also utilized fire-hardened sticks for melee weapons. The felineste had never seen the horse;

instead they rode giant Hercules Beetles as transportation and used them to carry heavy freight as well. The sailors reported that some of the felineste were excited to see the existence of foreigners...whereas others were not; the nervous sailors never disembarked.

They observed that they have priests or wizards among them with power over the sand. It is believed that the felineste search for Dune Worms that have died of old age. It is known that Dune Worms consume sand and digest the decaying matter within the sand; the worms cannot digest sand or gold. (The sand passes through the worm) It is surmised that because gold has a very high density it cannot escape the stomach of a Dune Worm. (The older the Dune Worm, the more gold in its belly) The sailors have surmised that the felineste must search for dead Dune Worms on cold winter nights when they are most inactive and retrieve the gold as nuggets; otherwise where would the polished nuggets that they used for trade come from? It is also not known how the felineste interact with Dune Worms or the extent of the magic they have over the sand.

Hunting Dune Worms is a dangerous business at any time of the year. If they encounter prey that attempts to elude them, Dune Worms will hunt in packs and triangulate their prey into a trap. Dune Worms surface with explosive force (Consumes ether) swallowing all prey within range of their giant maws. Male Dune Worms (bulls) are usually driven by an insatiable need to feed and will surface entirely; thereafter attacking any survivors that remain above ground. Females and young worms will expose only their heads when they surface, then immediately withdraw back into the sand...after they have swallowed their target prey.

There are rumors that a band of Kainian soldiers stationed at an outpost near the borders of the Wastelands drove a herd of Wildebeest onto the sand in hopes a Bull (Male Worms are called Bulls) would surface; they devised a plan to ride out to the worm on the back of (Fast running) trained ostriches and with the aid of grappling hooks get on top of the bull in order to kill it with alumene spears; to their surprise a massive Bull did indeed surface throwing wildebeest wildly into the air, and then the wyrm writhed its bulky body onto the surface and began to attack the surviving wildebeest. The band of soldiers seizing the opportunity rode out and set a few grappling hooks into the beast and eventually climbed on top of the Bull...with a bit of a struggle the soldiers were successful at lifting an armored plate of the wyrm while an alumene great spear was thrust into the soft flesh below. The wounded Bull responded by twisting its enormous body like a spring, and then rolling completely over crushing everything in its path. (It is not known if female or young worms can roll) This unfortunate tale was too big to keep a secret and it spread like wildfire throughout the City of Kronos where it eventually made its way into every pub and tavern in the Atherrian Empire.

How Size is Classified (Proportions Matter):

In the world of DarkMoore size matters; if it's bigger, then it does more damage and has significantly more health.

