

Cashin

## **The Scorched Land**

# **1 Introduction**

Welcome to The Scorched Land campaign setting. The following chapters will lay out the most important aspects of this world, however the DM is encouraged to alter the setting to fit their groups play style and goals. Hopefully this document will be helpful for those first starting to DM and to those that are veterans alike. In the following pages, I will attempt to cover all of back-story, party motivations, possible quests and important NPCs that the party could encounter on their adventure. Due to the size of the map and openness of the storyline, the DM will have to fill in many of the blanks.

# **2 Back-story**

A vast ocean encompasses most of the world, and autonomous city-states rule over what land there is.

## 3 Places

### 3.1 Grindstone Island

3.1.1 Antioc

3.1.2 Portland

3.1.3 Hoath

3.1.4 Northrun

3.1.5 Algrem

### 3.2 Ryujin "The Empire"

3.2.1 Okashu

3.2.2 Narahashi

3.2.3 Aohiro

3.2.4 Sakihiro

3.2.5 Fukuhashi

3.2.6 Hamakoku

3.2.7 Iwoyama

3.2.8 Oshu

3.2.9 Toyama

### 3.3 Wolf Island

3.3.1 Edgehaven

3.3.2 Hallowthicket

3.3.3 Soluck

3.3.4 Ilwarg

3.3.5 Karmyrk

### 3.4 Haunya

3.4.1 Xicxil

3.4.2 Takas

3.4.3 N'Gulonga

- 3.4.4 Tueha
- 3.4.5 Totzal
- 3.4.6 Yaiji
- 3.4.7 Aztath
- 3.4.8 Mattu
- 3.4.9 Kingali
- 3.5 Ko' Rau
  - 3.5.1 Temple of Imodae
  - 3.5.2 Iron Citadel
  - 3.5.3 Teroia
- 3.6 Southern Continent
  - 3.6.1 Irondale
  - 3.6.2 Land's End
  - 3.6.3 Higharce
  - 3.6.4 Darldour
  - 3.6.5 Tonsheim
  - 3.6.6 Fagervik
- 3.7 Sunken Cities
  - 3.7.1 Atlas
  - 3.7.2 Aquarius
- 3.8 Notable Landmarks
  - 3.8.1 The Bluffs
  - 3.8.2 The Grand Library
  - 3.8.3 The Deeps

## 4 People and Factions

- 4.1 Important NPCs
  - 4.1.1 Augustus XVII
  - 4.1.2 The Tribunal
  - 4.1.3 Faust
- 4.2 Groups and Factions
  - 4.2.1 The Iron Band
  - 4.2.2 Antioc Guard
  - 4.2.3 Red Wizards
  - 4.2.4 Knights of Imodae