

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 to beginner and veteran DMs 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 the opportunity to fill in many of the blanks.

2 Background

A vast ocean encompasses most of the world, while autonomous city-states rule over what land there is. The city-state of Antioc, the Empire of Ryujin and the Dwarven stronghold of Irondale rule most of the world around them. Few places around the world fall outside their spheres of influence, due to location or to affiliations with other groups.

The city-state of Antioc sits on the smallest island in the area, Grindstone Island, however due to its central location, the city has become rich and powerful. Antioc controls most of the trade routes, and serves as a convenient stop for ships traveling to other ports. Archbishop-General Augustus XVII rules over Antioc and its colonies, as both the head of the Order of Iomedae and the Antiocan military, Augustus holds supreme rule. Antioc controls the city of N'Gulonga, which serves as a stop for ships bound for the Temple of Iomedae to the far north. The leaders of Grindstone Island brokered a deal with the Jade Lady, Empress of Ryujin, allowing for trade between the two nations. With this agreement Antioc gained influence over trade routes between all the other nations.

The Empire of Ryujin lies to the east of Grindstone Island; Ryujin maintains a constant state of isolationism, interacting with the other states only when necessary. The walled port of Okashu remains the only city where foreigners may enter the country, and to travel outside its walls requires express permission from the Jade Lady. As with all things people do not understand, the people from the Empire are shrouded in lore and superstition: fighters that can disappear into nothingness, warriors that can scare off the most fiendish of beasts and men that can kill with only a touch. Very few outsiders are allowed into the country and even fewer have seen the Imperial City. To the north and south of Okashu sits Narahashi and Aohiro, respectively. From these fortified cities the Empire keeps a close watch over all traffic in and out of Okashu. Ships accused of smuggling contraband to Okashu are never seen again.

To the north-west of Grindstone sits Wolf Island, home of the Elvan city of Edgehaven. The island has long been coveted for its large old growth forests and rich soil. However the Elvan tribunal known as The Masked Ones and their enforcers the Order of Gozreh, forbid the taking of natural resources for profit. Due to its stance on harvesting natural resources tension continues between Edgehaven and Antioc, who would like to use the rich resources of Wolf Island to further expand their wealth and influence. Apart from the distrust between the two city-states Edgehaven keeps a low profile, partly due to its focus on maintaining the Dark Woods, an old growth forest covering most of the island.

Haunya, the largest island, sits just to the west of Wolf Island. Once home to an ancient civilization, small tribes and ports controlled by brigands and outlaws litter the island. The largest cities, Xicxil and N'Gulonga, are located on the southern and northern coasts, respectively. N'Gulonga, a smaller port city, acts as a vital life line into Ko' Rau, supplying the Temple of Iomedae with anything the Knights require. Xicxil, built on the ruins of an ancient city, has become to the more unsavory characters. Pirates, thieves and outlaws find a home and protection from outside persecution. Home to the thieves guild, the city functions with relative peace, due to the strict code of conduct enforced by the guild.

To the north of the ocean exists Ko' Rau, the Scorched Land, once a prosperous and fertile land, now charred, cursed and abandoned by all but the most foolhardy. Now home to devils, demons and all manner of foul beasts, the continent spews forth a never ending army of horrors. The only known settlement is the Temple of Iomedae, home to the Knights of Iomedae, men and women that have dedicated their life to the eradication of the demonic forces. Once a year on the Fall Equinox, Ko' Rau bursts into a hellish blaze, and the frequency of demonic encounters increases.

3 Backstory

For the past couple decades the Dark Continent of Ko' Rau, has birthed the most disturbing horrors the world has ever seen. Every year the army of hell-spawn grows in size and territory. At first the holy knights from Antioc were enough to contain the spread, but now demons and other unholy blights have appeared in great plains of Haunya and hiding in the Dark Woods of Wolf Island. Fearing what's to come in the next couple years, Archbishop-General Augustus XVII has beseeched the other nations to send anyone they can to be apart of a coalition tasked with finding the reason for and stopping the yearly firestorm in the North. Since the plea for help went out, people from all over the world have travelled to Antioc to take lend their strength in order to put an end to the phenomenon.

The adventuring party may have many origins, however they should eventually come to Antioc and become authorized as official participants in the campaign. As members of the coalition, the party gains some boons.

- BRONZE TOKEN: Allows the party to stay at any barracks controlled by the Knights of the Relic.
- 2 POTION OF CURE LIGHT WOUNDS

Party contains a member of the Knights of Antioc, the group may also purchase or borrow adventuring gear for the Knights' quartermaster.

4 Places

4.1 Grindstone Island

4.1.1 Antioc

4.1.2 Portland

4.1.3 Hoath

4.1.4 Northrun

4.1.5 Algrem

4.2 Ryujin

4.2.1 Okashu

4.2.2 Narahashi

4.2.3 Aohiro

4.2.4 Sakihiro

4.2.5 Fukuhashi

4.2.6 Hamakoku

4.2.7 Iwoyama

4.2.8 Oshu

4.2.9 Toyama

4.3 Wolf Island

4.3.1 Edgehaven

4.3.2 Hallowthicket

4.3.3 Soluck

4.3.4 Ilwarg

4.3.5 Karmyrk

4.3.6 Sokin

4.4 Haunya

4.4.1 Xicxil

4.4.2 Takas

4.4.3 N’Gulonga

A port city on the northern coast of Haunya, N’Gulonga has grown in importance since the Northern Fires started. With its proximity to Ko’ Rau, the city has become a popular destination for adventurers on expeditions into the Burning North. The port bustles with all manner of travelers, merchants and adventurers, some heading into the northern continent, others carrying goods to the Temple of Iomedae. Even though the Knights of the Relic rule over the city, trade on the black market continues to grow. In recent years, the unsavory trade of undead, devils, and demons developed into a major business.

NPCs

Shops

Encounters

- Loose Undead or evil wizards from the ghoul market.
- Local guards
- Merchants

Boss:CR 8+

- 1 Hungry Fog
- 2-4 Shadows/Greater Shadows
- 2-6 Zombies/Skeletons

4.4.4 Tueha

4.4.5 Totzal

4.4.6 Yaiji

4.4.7 Aztath

A small farming village at the edge of the great plains; this small settlement is a frequent stop for merchant trains traveling between Xicxil and N’Gulonga. Due to its location, Aztath offers several places for travelers to rest, resupply and repair equipment.

NPCs

- CASSANDRA: A middle aged elf that runs errands for the local tavern and inn. A self taught bard and archivist, she is able to point the party to most of the local goings on. Keeps her precious records in the storeroom under the general store.
- TALAS: The young owner of the local general store acts as a go between for clients and the thieves guild. Not a malicious individual, usually offers his services to people he knows and trusts. Locals go to him whenever they need specialty goods and respect him for being able to get almost anything.

Shops

- LYON’S GATE INN
- SWEET REPRIEVE TAVERN AND BOARDING HOUSE
- GENERAL GOODS
- BLACKSMITH
- TANNER

Encounters

- Merchants traveling between N’Gulonga and Xicxil
- Members of the Iron Band
- Creatures from the surrounding grasslands

- 4.4.8 Mattu
- 4.4.9 Kingali
- 4.5 Ko' Rau
 - 4.5.1 Temple of Iomedae
 - 4.5.2 Iron Citadel
 - 4.5.3 Teroia
- 4.6 Southern Continent
 - 4.6.1 Irondale
 - 4.6.2 Land's End
 - 4.6.3 Highacre
 - 4.6.4 Darldour
 - 4.6.5 Tonsheim
 - 4.6.6 Osstrom
 - 4.6.7 Fagervik
- 4.7 Sunken Cities
 - 4.7.1 Atlas
 - 4.7.2 Aquarius
- 4.8 Notable Landmarks
 - 4.8.1 The Bluffs
 - 4.8.2 The Grand Library
 - 4.8.3 The Deeps
 - 4.8.4 Shifting Sands

In the middle of the Great Plains of Haunya, sleeps one of the worlds largest deserts. At least a weeks travel from end to end, few people who venture into the desert unprepared reach their destination. Resourceful nomads, roaming djinn and a few other tribes call the Sands home. Most of the tribes know how difficult travel through the desert can be and treat all they meet with unending hospitality, though others will defend their ancient homeland to the death. A perpetual sandstorm whirls around the center of the desert, guarding sunken city, Ubar or Iram of the Pillars. The legendary City of Brass, home to the djinn and efreeti, contains wonders and artifacts few have laid eyes upon in the past century.

Encounters

- Groups of Djinn
- Groups of Div
- Other travelers
- Oasis
- Nomads
- Desert giants

Ubar, The City of Brass

5 People and Factions

5.1 Important NPCs

5.1.1 Augustus XVII

5.1.2 The Masked Ones

5.1.3 Faust

5.1.4 King Faerlag

5.1.5 The Jade Lady

5.2 Minor NPCs

5.2.1 Andor, The Man in Red

Once a Red Wizard, Andor has been banished from the Iron Citadel for speaking out against the yearly rituals and now lives atop a mountain on Haunya. The local goblin tribe have adopted his Iron Band tattoo as their new crest and revere him as a wise and powerful man. Since the goblins live close to a mountain pass used frequently by the Thieves Guild as a smuggling route, they now raid carrivans, hoping to catch a group transporting some of the relics necessary for the Fires of Dis ritual. He can grant the party information or even a boon depending on how he likes or gets along with them. A percentile or diplomacy check to decide.

BOONS	1%-50%	DC 15	He treats the party with indifference or even as interrupting intruders. Offers no important information about himself or the Red Wizards.
	51%-75%	DC 25	He might tell the party about the Red Wizards as well as his own story of exile.
	76%-100%	DC 35	Tells the party of the Fires of Dis ritual and gives the party a letter of introduction to help them find people involved with the ritual.

5.3 Groups and Factions

5.3.1 The Red Wizards

5.3.2 The Iron Band

The House of Sorrow

The House of Greed

The House of Lies

The Grand Tower

5.3.3 Knights of Iomedae

5.3.4 Knights of the Relic

5.3.5 Order of Gozreh

5.3.6 Lords of the Solid Hand

5.3.7 The Keepers