

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 Background

A vast ocean encompasses most of the world, and 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, whether it's to do with the 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 Imodae 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 Imodae to the far north. The leaders of Grindstone Island brokered a deal with the Jade Lady, Empress of Ryjin, 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 Grinstone 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 know as The Masked Ones and their enforcers the Order of Gozreh, forbid the taking of natural resources for profit. Due to its location and

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

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

3.3.6 Sokin

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 Highacre
 - 3.6.4 Darldour
 - 3.6.5 Tonsheim
 - 3.6.6 Osstrom
 - 3.6.7 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 Masked Ones

4.1.3 Faust

4.1.4 King Faerlag

4.1.5 The Jade Lady

4.2 Groups and Factions

4.2.1 The Iron Band

4.2.2 Red Wizards

4.2.3 Knights of Imodae

4.2.4 Knights of the Relic

4.2.5 Order of Gozreh

4.2.6 Lords of the Solid Hand

4.2.7 The Keepers