

Far north: Ice cliffs/durigar

Orcs on fringes

Unknown regions/Northern Borderlands

Kastir: Island of Arcana	Elf: - Fynthras Forest	Halfling: - Bronhir Hills	Dwarf: -Thorun Mountains
Vannash: Island of Knowledge	Human -Windarin Plains -Greenvale forest	Spellwind River -Partially created by a spell	Gnome -The Direwoods

Deep forest/Unknown regions

Southern Borderlands

Desert Bandits on fringes

Far south: Desert plain

Heiraxia

People

- Five race alliance: Heiraxian Alliance
 - Peace, no fighting
 - Rulers/representatives of councils will hold meetings once a year:
 - Heiraxian Council
 - Protect Trade between kingdoms from bandits
- Border towns more mixed
- Five main kingdoms:
 - Human
 - Dwarf
 - Gnome
 - Halfling
 - Elf

Continent holiday

- Festival of Mekatari
 - Aramoor
 - Skeleton city
 - Week of trade during the summer where all races get together on the border of gnome and human kingdoms
 - Inter-kingdom tourney, jousting, sword fights, battle of the bands, pie cook off

- Triple Moons Festival
 - Three days; day before, of, and after the triple full moon
 - Pregnancies with conception dates during the three days are seen as lucky
 - Festival for adults mostly, but children are gifted little coin pouches the night of; often before being sent to their grandparents/an elder's house for the night
 - Couples stay home, singles go out looking for partners for the night
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Far North

- Ice mountains/cliffs
 - Very little explored
 - No one came back from trying to cross
 - Goliath tribes
 - Ice giants
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Thornglen

(Origin town): southeast of the middle of the elven/human border

The Ivory Flute Tavern

- Location: Human kingdom;
- Description
 - Medium-sized tavern/inn; two stories
 - With a bar and open room down below, a set of stairs leads to a hall for rooms to rent.
 - Normal tavern atmosphere
- NPCs
 - Barkeep/owner: Johan Aripat (Human M)
 - Jovial, portly, keen-eyed
 - not to be swindled easily; doesn't like bar fights
- Ironworks
 - Jeffery
 - On the younger side
 - Really buff
 - Amused by Kon'ru

Fair Quest Goods:

- Location: Human kingdom between on the edge of the elvish/human border
- Description
 - Quaint little shop
 - Shelves of normal goods
 - A small section of potions on one wall
 - A rack of simple weapons
 - Shop-Keep: Maja (Mah-jah); (Human F)
 - Kind, understanding, but still perceptive
 - Likes shiny things

Elven kingdom: Eldamar

- Deities
 - Nature spirits
 - Water spirits
 - Air spirits
 - Earth Spirits
 - Fire spirits
- Political structure
 - Ruling council from five main families (rotate each year who goes to Heiraxian Council)
 - Quilar (Earth) (Raven):
 - Soryn (Air) (Swift):
 - Aestatra (Fire) (Eagle)
 - Ravanaris (water) (Swan)
 - Parshi: (stars) (Dove);
- Geography
 - Fyntheras Forest
- Economics:
 - Imports: foodstuff; mechanical things; gems/jewelry; metals
 - Exports: armor/weapons; instruments; medicinal/magical items; fish/seafood; wines; fine cloth/silks
- Capital city (Lyn Thalass)
 - Ground city
- Notable cities/locations
 - Amon Laaris:
 - Defensive city near unknown regions; treetop

- Eglarest
 - Trading town on edge of the kingdom (gnome side); ground
- Sierin:
 - Main Port city; land
 - Bay of Velora
- Main Guilds
 - Artesian
 - Smithing
 - Soldiers: Silverhelm guards
 - Use Giant Eagles as air mounts
 - Elk as land mounts
- Holidays
 - Glaskant day
 - Day for showing off musical skill
 - Challenges, ways to get apprenticeships, food
 - Summer Solstice festival
 - Day of fun and relaxation
 - No one working that doesn't have to
 - Winter solstice festival
 - Day of fun and relaxation
 - No one working that doesn't have to
 - preparing
 - Spring Equinox celebration
 - Give thanks to the earth
 - Use magic to encourage struggling plants back to health

Fynthras Forest

- A medium dense forest home to all manner of flora and fauna
- Home of the Elves
- Not as dense as the Unknown Region which lines the northern border of the realm

Capital City: Lyn Thalass

- Location: deep in the middle of the Fynthras Forest
- Description
 - Beautiful forest city
 - Border denoted by a ring of carved stone set into the ground, runes covering them
 - Buildings around the bases of the trees, scrolling architecture, Natural colors, minus the metal

- Center of the city is the Councilors' hall surrounded by the family mansions
- The Skyport is set on the edge of the city
 - Air Ship:
 - Captain: Akron: Tiefling- purple/black/ spiral up horns (M)
 - Crew: Elijah: Human (M); Peren: Elf (M); Criton: Human (M)
- NPCs:
 - Quilar family (Earth) (Raven) (Green):
 - Oversees: Commerce/guilds
 - Head: Faena Quilar (F)
 - Age: 430 (early middle age)
 - Personality: Very composed, rational, but very traditional
 - Family: Husband: Traeran; Daughters: Fraeya; Althaea,
 - Soryn (Air) (Swift) (light blue):
 - Oversees: Infrastructure
 - Head: Finn Soryn (M)
 - Age: 543 (later middle-aged)
 - Personality: Fairly traditional, loves his wife and daughter alot
 - Family: Wife: Miriel; Daughter: Nyra
 - Aestatra (ay-sta-tra) (Fire) (Eagle) (red)
 - Oversees: Soldiers
 - Head: K'ai Aestatra (F)
 - Age: 279 (mid 30s)
 - Personality: Relaxed, but can be serious when doing business
 - Family: Husband: Galbor; Son: Haldir; Daughter: Arwin
 - Ravanaris (water) (Swan) (dark blue)
 - Oversees: Agriculture
 - Head: Estelar Ravanaris (M)
 - Age: 618 (Young elder)
 - Personality: Conservative; hard to amuse
 - Family: Wife: Sasha; Son: Morceran
 - Parshi: (stars) (Dove) (silver)
 - Oversees: Magic Regulation
 - Head: Zumris Parshi (M)
 - Age: 309 (just reaching middle age)

- Personality: More mellow than in his 20's, but still open to change
- Family: Sister: Arrila; Wife: Ardis; twin sons: Pax'tre and Pel'aris
- Arivae Hall: (Councilor's hall)
 - Made of a mix of wood and stone
 - About the size of two large manors stuck together
 - It's where Council meetings are held

Aurora conclave branch

- Curator Master
- The Temple of Melora: The Blessed Grove
 - The Wildmother
 - The symbol of Melora over the entrance Gate
 - Fenced in forest section; a stone pavilion with a raised shrine table
 - Few priests/priestesses
 - Head Priest (Firbolg Male)
 - Colton Clay
 - Acolytes
 - (Elf F): Shava Par'than
 - (Human M): Jay Williamson
- Temple of Pelor: Pelor's Peace
 - Large windows in the walls and ceiling (Shutters for weather)
 - Symbol of Pelor over the door
 - Head Priest
 - (Halfling M): Oripas Thornage
 - Serene; has a sense of humor
 - Other members
 - (halfling F): Mairla
 - (Human M): Leonard
- Shops
 - Storm's Tooth Smithy

- Three-walled forge; Quite clean (for a forge); weapons/tools hanging on the walls
- (Elf M): Theiren Ilaris
 - Mid-40s equivalent
 - Meticulous, slightly stuffy
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- Taverns
 - The Greedy Raven Inn
 - Sylvia (F, Elf)
 - Black hair, fair skin
 - Half-apron over simple dress.
 - Kind, gentle, willing to house strays if she had room
 - Clean, very nice woodwork/scrolling in the rafters
 - Small eating place, many rooms above
 - The Roaming Boar
 - Barkeep: (Half-Elf M): Davelor
 - Large eating/drinking area
 - Large bar with a wall of liquor shelves
- Casino
 - The Siren
 - Dealers
 - (Half-Elf M)
 - (Human M)
 - (Halfling F)

Amon Laaris

Location: Elf Kingdom; border city

Description

- more of a fort than anything
- built high in the trees with naturally grown bridges and platforms reinforced with metal
- druidcraft and non-magical methods, the trees around the border have been grown into a natural defensive wall with runes of protection,
- Set into the wall is a ring of runed bricks
- Conveyance stones are known to Fraeya

- Gifted by the God Seldarine, can transport cities to Feywild in times of danger
- A large stable for their Giant Eagle mounts near the outer wall.
- mostly barracks and training platforms, with a few storehouses.
- Its population is composed mostly of soldiers, with a few families and spouses to keep things running.
- fairly self-sustaining, with the occasional supply shipment from the capital.

NPCs

- Patrol leader: Sergeant Ibryn Linodel (Elf M)
 - Militaristic, upright, younger side
 - Likes order and rules
- Captain of the Guard: Fislaran Bronhir (Elf M)
 - serious, firm, have laugh lines
 - Likes discipline but can have fun
- Quartermaster: Helina Aemarth (Half-elf F)
 - Tough, take no crap
 - On the younger side

Buildings

- Barracks
 - Very large, circular huts
 - Bunks, (Captain gets his own building)
- Training platforms
 - Open-air, very large circular platforms; training dummies
 - Sheds for armory
- Stable
 - Very large, circular huts, two stories high
 - Many stalls with perches inside
 - Roofs can retract in order to take flight. (circular iris type motion; great mechanical feat)
 - Launch platform connected to the side net to the border wall

Elgarest:

- Description

- Border denoted by a ring of carved stone set into the ground, runes covering them
- Small trading town
- Modest but clean and well-kept
- *Where Selene met her mentor Tielo: He still lives there
- Shops:
- Taverns:
 - The Red Tulip Tavern
 - Torinn Longhorn (Silver Dragonborn)
 - Quite tall; Silver, long thin tail, ornate horns
 - Gruff, unamused,
 - Medium seating area; red tulip motifs on each wall
 - Bar/ Small kitchen

Seirin:

- Description
 - Border denoted by a ring of carved stone set into the ground, runes covering them
 - Ring set right outside of the city walls
 - Medium city, bustling with trade/merchants
 - Sits on the edge of the bay of Velora
 - Smell of sea air: salty
 - Small cool breeze most of the time
- Shops:
 - The Iron Door
 - Large smithy with a couple different smiths
 - Brick store connected to actual smithy
 - Kaleb Neilson: (Human M, 40ish)
 - Bright, jovial: Dark brown hair, short
 - Can do all types of metal armor (any leather/metal combo)
 - Has an intricately made metal leg with runes on it
 - Metal plated to look like greave/boot combo
 - Cracks so you can see gears/springs/innards
 - Daealla Oriwynn: Elf (F)
 - Can enchant blades/metalwork
 - Long black hair pulled into braid
 - Blaine Hordeson: Human (M, 25ish)

- Can do delicate jewelry/small materiel work
 - Medium height; light skin; freckles
 - Quiet but kind, reserved

- Taverns:

- Docks: Dolmont Docks
 - Boats:
 - The Equilibrium:
 - Small shipping galley
 - Weathered but well kept
 - Aurora: (Air Ship)
 - Large Airship; three point Amethyst crystals
 - Captain: Baldwin Reebea: Human (M)
 - Crew: Darvin, Human(M); Elro, Firbolg (M); Orsik, Dwarf
 - The Serenity:
 - Large shipping galley
 - Newer, not long been on the water

Drop towns

- Ulfrion (Port town)
 - Kas Themar (Fort/protection town)
 - Ilenora (medium city)
 - Allandar (simple village)
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Human Kingdom: Axin

- Deities
 - Main religion:
 - There isn't one
 - People/families generally vary,
 - So there are many temples/churches/shrines throughout each city/village/town

- Political structure
 - Monarchy/ guild parliament

- Geography
 - Forest/plains/ coast
- Economy:
 - Imports: gems/jewelry, some manufactured goods
 - Exports: crafted goods, armor/weapons, alcohol, fish/seafood; ciders
- Capital city (Strathmore)
 - Large hill (Rohan style)
- Notable cities/locations
 - Rockwick
 - Merchant/travel city
 - Kilhan
 - Main Port city: Brightwater Bay
- Main Guilds
 - Textile guilds
 - Soldiers: King's Guard
 - Smithing
 - Merchant guild: Golden Wheels Merchant guild
 - Artesian
 - Clergy/church
- Holidays
 - Yule
 - Harvest fest
 - Thanksgiving, but without the commercialism or terrible backstory
 - Day of celebrating the end of the harvest
 - Spring festival
 - Day of rest before planting begins

Windarin Plains

- Roving centaur herds on the human kingdom's planes;
 - peaceful, kind of like firbolgs in personality
 - Intelligent, but content with nomadic, simple life
 - Most worship Skerrit: Centaur and Satyr God of Nature(NG)
 - Centaur herd leader: Am'zin
 - Deep red/brown pelt
 - peaceful
- Petrified wood dug from the plains is believed to be slightly magical and will bring good luck; Used for jewelry and Charms

Greenvale forest

- Pine forest with fern undergrowth
- Normal animals (quail/Fox/squirrels/Rabbits/chipmunks/badgers)
- People gather herbs/berries/hunt in the woods
 - Protected by (mostly) friendly Treant
 - He keeps away monsters, but will also throw out hunters not respecting the lands

Capital city: Strathmore

- Location: Middle of the Human kingdom, set atop a large hill
- Description
 - Standing tall over the Windarin plains
 - Bustling city
 - Spiral of walls with gates set every so often
 - Castle sitting at the very top
 - Sky-port near the merchant district
- Windstrom Castle
 - Royal castle
 - Sits at the top of the hill and in the center of the city
 - Nice wood-panel walls covered in tapestries
 - Throne room
 - Throne: (Dumbledore's chair in the great hall but with gold trim)
 - Smaller one for the spouse
 - Long red rug leading to the thrones
 - A couple doors along the wall
 - private speaking chambers
 - Discrete royal entrance
 - Servant's entrance
 - Escape door (concealed to look like part of the wall)
- NPCs:
 - King: Edward Axin (royal family takes on the kingdom as the last name)
 - Age: 35
 - Personality: Quiet strength; wise
 - Family: Wife: Mary (pregnant)
 - (Father: Charles, deceased; Mother: Minerva, deceased)

- Prime Minister: Percival Whitlock
 - Age: 61
 - Personality: haughty but true of heart
 - Salt and pepper hair, walking stick

- Council
 - General at Arms: King's Guards
 - Charles Eckehart; (Human M)
 - Age: 45
 - Personality: stern, straightfaced, serious

 - Master of the Smithing Guild
 - Morthos (Tiefling M, Blue/light blue/dragon horns)
 - Personality: jovial, can be serious if needed, big arms

 - Master of the Merchant Guild
 - Leonard Faulkner (Human M)
 - Age: 40
 - Personality: laid back, but passionate about fairness of trade

 - Mistress of the Temple Guild
 - Priestess Cosette Riddle (Human F; Priestess of Sarenrae)
 - Age: 35
 - Personality: serene, soft spoken but firm

 - Mistress of Arcana
 - Olma Baldwin (Half-Elf F; Wizard)
 - Personality: wise; not afraid to speak up

Barracks

- Captain Hadarai

Aurora Conclave Branch

- Medium sized mansion: Large grounds in the middle of the city
- Large library
 - Cristobal Devante (Human M)

- Curator Master
- Personality: mid-40s, glasses, salt-pepper hair, gentle, uses a walking stick
- Temple of Sarenrae: The Everlight
 - Stone and wood; stained glass windows of scenes from the First and Second ages
 - Head Priestess (Gnome F; Cleric)
 - Ella Trickfoot
 - Other members
 - (halfling M): Teagan Goodbarrel
 - (Human F): Shandri Jefferson
 - Healer Annora
- Temple of The Raven Queen: The Black Shrine
 - Black stone/glass/ wood:
 - The symbol of The Raven Queen over the door
 - Dark interior with red dwarven lanterns
 - Small section for Thanatos in a room
 - Head Priestess (Human F)
 - Alaycia Patterson
 - Other members
 - Althira (Half-elf F)
 - Faryria (human F)
- Temple of Selûne: The Shimmering Sanctum
 - Made of a pale alabaster stone (Glow in the moonlight)
 - Blue and Red Stained glass windows
 - White Dwarven Lanterns
 - Head Priestess: (Silver Tiefling (F)
 - Zarah Bronwine
 - moon, moonlight, and stars; beauty and purity; love and marriage; navigation and navigators
- Temple of Eldath: The Grove
 - Similar to the one in Olympia
 - Alabaster white stone walls
 - Edge of the city
 - With a smaller garden and flowing water in the middle
 - Two stories
 - Head Priest

- Gerard Anderson(Human, M)
- Other members
 - Osborn (Halfling M))
 - Tatiana (Firbolg, F)

Dragon Alley

- Lane with a large grouping of merchants/ businesses

Taverns

- The Thundering Hog Tavern
 - Mostly bar/food area; A couple of rooms on the second level
 - Barkeep: Tanlin Folkor (middle-aged gnome)
 - Uses several mage hands to grab bottles
 - Stands on a shelf behind the bar to be on level with customers
 - Waitresses: Adela (human); Natania (nah-tahn-ee-ah) (tiefling-blue/light blue/ram horns)
- [The Lucky Gryphon \(Quincy's tavern.\)](#)
- The Lazy Crow Apothecary
- The Elder Hammer: smithy
 - Klaus Rockwick (Human M)
 - Younger, mid-30s
 - Burly, large biceps, short and well kept but bushy beard
 - Small shop
 - Connected, covered but opened sided hut that holds actual smithery
- The Cracked Hourglass (General Store)
- Tarryion's Tattoos
 - Tarryion Starkson
 - Age: middle age
 - Personality: happy, calm, steady hands
 - Description:
 - small but clean shop with equipment and chairs
 - sketches and drawings pasted to walls
 - Tats give powers/ability/item

- Powers can be permanent +1 to stats/resistances using gem dust;
- Abilities use runes tattoos
- Takes 24 hrs until one can use the abilities/items

- Magical tattoos
 - Items are single-use for non-magical users
 - Weapons
 - Drawing of weapon (life-size)
 - Deals normal damage for weapon type, unbreakable
 - Magical: Can summon and revert at will (reversion takes skin contact)
 - Novelty (must be magic user)
 - Magical wings
 - Shield strap
 - Stat boosts (rune tattoo) (max 3)
 - Permanent [+1] 1000 gp worth of gem dust
 - Diamond: Strength.
 - Emerald: Dexterity.
 - Sapphire: Constitution. 1500gp
 - Topaz: Wisdom.
 - Obsidian: Intelligence.
 - Aquamarine: Charisma.

- Casino
 - The Archway
 - Dealers
 - (Human M)
 - (Human F)
 - (Tiefing M; tan/gold/ram)

Rockwick

Description

- Small trading/farming town; just one main road going through it
- Used as a stopover for travelers

- Majority human population, but other races are welcome and won't garner much more than a second look
- Farming land surrounding the town
- Shops:
 - The Flower Stand
 - Hazel Greengrass
 - Gathers herbs to sell to the apothecary
 - Also sells flowers in the town square
 - The Magic Corner
 - Apothecary/potions shop
 - Gerhard Merryman; Human (M)
 - Middle aged man; tanned skin
 - Kind and fatherly
- Taverns:

Kilhan

- Description
 - Medium Port city; largest port in Axin
 - Bustling trade; much movement of good sup and down the coast
 - Overseen by King's Guard Soldiers/ A governor

Governor

- Alexander Joelson; Human (M)
 - Middle aged; salt and pepper hair; glasses
 - Easygoing, respects the law, fair
- Shops:
- Taverns:

Rowan Bay

- Docks: Dartwell Worf
 - Many boats

- Small Fresh Fish market (much of the catches are exported)
- Boats:

- : (Air Ship)

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- Kilmount (port town)
 - Grayside (trading town)
 - Fayglen (Simple village)
 - Shadowside (medium town)
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Dwarven Kingdom: Kurhndast

- Deities
 - Norse Pantheon/5e Dwarf Gods
- Political structure
 - Monarchy (The Sapphire Throne)
 - Clan council
 - Clans
 1. Clan Ornrokk (Ironflail) (warriors)
 2. Clan Borthanord (Strongheart) (Mining)
 3. Clan Othgaldan (Earthforge) (Smithing)
 4. Clan Vortbrut (Hardhammer) (Jewels: crafting)
 - Minor clans
 - Clan Laskeg (Longbeard)
 - Clan Ornjarm (Silverhelm)
 - Clan Orstraum (Orcsbane)
 - Clan Glangnu (Goldsons)
- Geography
 - Mountains
- Economy
 - Imports: foodstuff; fabric; some manufactured goods
 - Exports: Root vegetables; armor/weapons; gems/jewelry; Hard Liquor; stone, mithirel
- Capital city (Helhorn)
 - Tunnel structure (Eragon dwarf city)
- Notable cities/locations
 - Mel Darim (base of the mountain, to reach geothermal energy)
 - Heavy mithing town

- Nunkihm
 - A trading town in the side of the mountain
- Main Guilds
 - Smithing
 - Handcraft
 - Soldiers
 - Giant goats/griffins
 - Iron Fist Guards
- Holidays
 - Hornmoot
 - Harvest holiday, day of showing off crafts
 - Mid-summer (or what passes as summer)

Thorun Mountains

- Tall and wide mountain range
- Snowy peaks and green valleys
- Terraced fields in the valley

Capital city: Helhorn

- Location: Deep in the Thorun mountains
- Description:
 - underground/ open-air city
 - Built-in a small valley in the middle of a mountain, and also inside the mountains
 - Many levels, tunnels lit by arcane lanterns (Luxcal lanterns)
 - lanterns, when destroyed give [2d4] bludgeoning and [2d8] fire damage from huge explosion
 - Water comes through underground rivers
 - Huge Great Hall with a stone throne with one large sapphire set into the back above the headrest
 - Mithril Hall
- Dravrik Halls
 - King's Quarters
 - Royal family living quarters
 - Clan Chiefs' quarters on the other side of Mithral Hall
 - Includes the Great Hall
 - Great Hall

- Huge hall
- Grand 5ft wide pillars lining a long walkway that leads to the Sapphire Throne
- Seating along the edges of room, some tables as well, mostly open area
- A couple doors behind the Throne platform
 - private speaking chambers
 - Discrete entrance/Servant's entrance
 - Escape door (concealed to look like part of the wall)
- NPCs:
 - King: Glothgir Ironfist (Clan Kuthzik) (Surestrike) (Royal House)
 - Age: 258 (middle-aged)
 - Personality: wise, slow to anger, decisive after due thought
 - Family: Wife: Annura; daughter: Brigget
 - Clan Ornrokk (Ironflail) (warriors):
 - Chief Regdar Ornrokk (M)
 - Age: 245 (middle-aged)
 - Personality: mid-conservative, still open to new ideas if given good reason
 - Family: Wife: Helja; Son: Mordred
 - Clan Borthanord (Strongheart) (Mining):
 - Chief Daerryn Borthanord (M)
 - Age: 108 (late 20s)
 - Personality: quite open, still likes a well-structured society;
 - Family: Brother: Oskar (30)
 - Parents died in a cave in an accident while traveling
 - Clan Othgaldan (Earthforge) (Smithing):
 - Chief Tordek Othgaldan (M)
 - Age: 324 (Elderly)
 - Personality: very conservative
 - Family: Sister: Amber; Nephew: Elberk
 - Sister's husband off at a military posts
 - Clan Vortbrut (Hardhammer) (Jewels: mining/crafting):
 - Chief Vistra Vorbrut (F)
 - Age: 175 (mid 30s)
 - Personality: fairly open, but slightly wary of big changes,

- Family: Husband: Rurik; Son: Dain

Aurora Conclave Branch

- Medium sized cave/tunnel/section
- Large grounds in the middle of the city
- Large library
 - Adrik Gorunn (Dwarf M)
 - Curator Master
 - Personality: gray beard, well-braided; gruff but means well
- Temple of Thanatos: The Scythe
 - Large stone cavern with red lanterns
 - The symbol of Thanatos over the door
 - Has a small offshoot cave for the Raven Queen
 - Head Priest (Dwarf M)
 - Morgran Balderk
 - Other members
 - (Tiefling M): Rolemon
 - (Human F): Annett
- Shops:
 - The Silver Note
 - Smooth stone walls; honeycomb shelves of parchment
 - Wall of bookshelves/ maps
 - Wortra Nimblehand: Gnome (F)
 - Elderly, uses cane
 - Uses mage hand to grab items off high shelves
 - Kind, perceptive
 - The Pestle and Mortar (apothecary/potions shop)
 - Dorderk Frostbeard (Dwarf M)
 - Old; graying beard
 - Needs magnifying glasses; long braids
 - The Brass Star (jewelers)
 - Gailen Darrington (Half-elf M)
 - Younger looking; full adult
 - Well kept; has a few plants in pots around the shop

- The Whistling Hammer (smithy)
 - Eldeth Othgaldan (Dwarf F)
 - Smaller offshoot of the Clan
 - Tanktop tunic; leather apron; very buff
 - Friendly; proud of her work
- Taverns
 -
- The Black Flagon
 - Arijhan Longtail: (Dragonborn- gold M)
 - On the younger side
 - A little stiff, but can mix really good drinks
- Casino
 - Elysium
 - Dealers
 - (Bronze Dragonborn M)
 - (Human M)
 - (Gnome F)

Mel Darim (Forging city)

- Large open cavern supported with beams/stone columns
- Very warm
- Built into the base of a mountain to harness geothermal energy
- Main refining city for most of country's raw ores
- Produces
 - structural beams/large metal constructs
 - Refined metal ingots
 - Mithril ingots
- Has a decent Iron Fist presence to protect the shipments
- Shops:
 - The Wild Knife (Smith)
 -

- Jack of Trades (General store)

- Taverns:
 - The Bawdy Boar
 -

Nunkihm (Trading city on the edge of the mountains)

- Built into the side of a mountain in a large open cave
- Large winding path that leads up into the city
- Has underground paths to other cities (Helhorn included)

- Shops:
 - The Jumping Fire (Smithy)
 -

 - Silk's Den (Clothing)
 -

 - Statten's Stables
 - Brom Statten (Half-Elf M)
 - Gruff, but cares for his animals
 - Horses/ Giant goats
 - Has herders that take the herds down the mountain each day
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- Taverns:
 - The Empty Cup

 - The Rose and Crown Inn

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- Hogaldur (deep, remote mountain village)
 - Kargrim, (tunnel, hollowed out cave, village)
 - Doghgari (surface, edge of mountain, merchant town)

- Boltorhm (medium valley city)
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Drow Kingdom: The T'sin Dynasty

- Live in the underdark below the dwarven kingdoms
 - Matrilineal Monarchy
 - Royal family with the daughters ascending to become Queen
 - Males are King Consort
 - Nathayr Dynasty
 - Current Queen: Faeriel T'sin; The Silverheart
 - Has a council of trusted advisors that handle more mundane matters
 - Not trusting outsiders
 - Will accuse any surface dwellers of trespassing if they are caught
 - No trade
 - Grows their own food with hydroponic type structures; caverns lit using lanterns enchanted with the Daylight spell
 - Wear special cloaks and goggles to work there
 - Other food: fungus (mushrooms) for various things; Worm meat;
 - Capital city
 - Xythar
 - Den names
 - Den Argith
 - Den Horbar
 - Den T'sarran
 - Den Xalyth
 - Soldiers: Shadowguard
 - All carry spidersilk whips in addition to normal weapons



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Gnome Kingdom: Mekkabourn

- Deities
 - Pantheon
- Political structure
 - Council, not very powerful alone
 - Mayor-type
- Geography
 - Hilled, light woods
- Economy:
 - Imports: foodstuff; gems/jewelry; precious metals
 - Exports: Manufactured goods; Ale; mechanical parts
- Capital city (Gravenvale)
 - Large burrow
 - Small city above ground
- Notable cities/locations
 - Geartown
 - Gelmat
- Guilds
 - Trading
 - Artesian
 - Soldiers: Blink Riders
 - Blink dogs as mounts
- Holidays
 - Summer Solstice Festival
 - Trading bazaar all day, every kingdom welcome

Spellwind river tributaries

- Many rivers flowing through the kingdom
- Not named
- Many animals throughout the forest

Capital City: Gravenvale

- Location: nestled between the distributaries of the Spellwind river
- Description:
 - Quaint buildings, winding border wall
 - The Center of the city is the Meeting Hall

- Smaller buildings than larger, but enough
- Plenty of craft buildings/ artesian workshops

- Capermore Hall: Councilor's Hall
 - Generally stands empty except for cleaning staff
 - Only is used when a council is called

- NPCs:
 - Heiraxian Council Representative: Corlin Swiftfoot (Gnome M)
 - Age: 436 (full Elder)
 - Personality: humorous; lighthearted, but firm in beliefs
 - Family: son: Porros; daughter: Zinna

 - Council members:
 - Zanwor Battlehand (Gnome M)
 - Young elder
 - Open, cheerful; still conservative
 - No family
 - Nissa Timbers (Gnome F)
 - Young elder
 - More liberal and willing to accept change
 - Husband: Alston Timbers

The Beast Cullers

- Place that collects contracts on killing monsters/protection details
- Sells monster parts to potioniers/Alchemists
 - Desk clerk: Gerrald Strongblade (Human M)
 - Older; rugged; scarred
 - Doesn't haggle
- Has large keep on one side of the city
 - Main lobby to accept and collect contracts
 - Rooms to sleep in
 - Mess hall for members
 - Member: (Half-Elf M; Ra)
 - Wields: bow/arrow; daggers
 - Younger, wary; not the most friendly around new people
 - Member: Natalia Aberdon (Human F; F)
 - Wields; longsword

- Mid-30s; tall; buff; could kill you but is actually a cinnamon roll
- Member: Alberich the Brawn (Dwarf M; F)
 - Wields: Warhammer
 - Younger; gruff; likes a night on the town; brave, but not foolhardy

Aurora Conclave Branch

- Medium sized mansion: Large grounds in the middle of the city
- Large library
 - Orianna (Tiefling F: Purple/black/spiral horns)
 - Curator Mistress
 - gold caps on horns; plain black robes; wand tucked into belt
 - Stern, strict on safety; likes to have a quiet night reading; likes hanging with friends
- Temple of Ioun: The Beacon
 - Simple stone and wood building (medium size)
 - Mainly a chapel, with a living hall offshoot; Another hall for healing
 - The symbol of Ioun over the door
 - Library inside
 - Head Priestess
 - Lilli Turen (Gnome F)
 - Kind, gentle, wise, takes no crap
 - Other members
 - (Human F): Larissa
 - (Halfling M): Elras

Shops:

- The Cobalt Forge (Smith)
- Sadine's Apothecary
- The Cluttered Closet (Clothing store)

Taverns:

- Ocean Overlord; (Airship)

- Aurora: (Air Ship)
 - Large Airship; three point Amethyst crystals
 - Captain: Baldwin Reebea: Human (M)
 - Crew: Darvin, Human(M); Elro, Firbolg (M); Orsik, Dwarf
-
- Casino
 - The Helix
 - Dealers
 - (Halfling M)
 - (Human M)
 - (Human F)

Geartown:

Small trading town

- Shops:
 - (General Store): Prospect Market
 - (Apothecary):
 - (Smith): The Tilted Anvil
- Taverns:
 - Bouncer: (Half-Orc M): Baldur
 - Falchion; throwing knives
 - Stays near the bar; has a soft spot for Portia
 - Half medium and half small seating

Fort Gelmat:

Defensive city near southern unknown regions

- Mostly a military town
 - Training grounds
 - Cleared Dirt arena and connecting forest
 - Barracks
 - Stables
 - Has some horses; mostly blink dogs
 - Armory

- NPCs:
 - Captain of the Guard: Kol Bloodbeat
 - (Gnome M)
 - Stern; Strict; can joke around with friends
 - Lieutenant: Nyx Garrick
 - (Gnome F)
 - Hard Worker; can joke around with her soldiers; males respect her
 - Soldiers
 - (Gnome M): Alvyn
 - (Gnome F): Donella
 - (Halfling M): Kaston
- Taverns:

-
- Whealhold- (Fort/Protection city)
 - Toffinggard- (merchant town)
 - Graystead (simple town)
 - Slatehallow (medium city)

Halfling Kingdom: Alvirn

- Deities
 - Pantheon
- Political structure
 - democracy/parliament
 - Small
 - Elders/ Elder Prime
- Geography
 - Bronhir Hills
- Economy:
 - Imports: Manufactured goods (not fabric), armor/weapons
 - Exports: produce, foodstuff, fabrics; beer

- Capital city (Dawnhaven)
 - On edge of forest and plains
-
- Notable cities/locations
 - Zedulor: Guardpost on the border of the Ice Cliffs
 - Haymount: Simple farming village
- Guilds
 - Farming
 - Soldiers
 - Use Mastiffs/ponies as mounts
 - Hounds (Soldier name)
- Holidays
 - Kirzhaya (Keer-zhah-yah) fest
 - Harvest fest
 - Celebration and town feasts
 - Vestari Fest
 - Spring fest
 - Start of planting, people go around and help plant fields together
 - That night there's a large night festival

Bronhir Hills

- Large grassy hills
- medium valleys
- Grouse / wild dogs/ Elk

Capitol City: Dawnhaven

- Location: in the middle of the halfling kingdom
- Description
 - Settled among rolling hills, and a tributary of the spellwind river
 - Unassuming but large city
 - Almost even distribution between smaller buildings and large buildings
 - The Center of the city is the Parliament hall
 - Connects to the mansion where the Elder Prime lives
- Wildfield Hall: Parliament Hall
 - Center of the City; simple Stone and wood mansion
- NPCs:
 - Elder Prime: Qiora Trill (Female)
 - Age: 211

- Personality: Professor McGonagall

Aurora Conclave Branch

- Medium sized mansion
- Large grounds in the middle of the city
- Large library
 - Finnan Ashworth (Halfling M)
 - Curator Master
 - Personality: on the younger side, jovial, happy to help

Temple of the Wildmother: The Greenwood

- Big grove of trees, small gardens with foodstuff and flowers
- Head Priestess: (Firbolg F)
 - Tiria Clay
- Others
 - (Human F)
 - (Halfling M)
- Shops
 - Peddler's Table (General Store)
 - Lindan Quickhand (Halfling M)
 - Glasses, nervous, eager to please
 - A little cluttered
 - The Eternal Flame (Smithy)
 - Bandrum Strakeln (Dwarf M)
 - Old, white-beard; sage wisdom
 - Neat smithy; shop connected to small shop
 - Herb Basket (Apothecary)
 - Cecelia Sission (Human F)
 - Bubbly; knows her stuff, conversationalist
 - Nice smelling; plants in the windows; small garden on the side
 - Brilliant Boutique (Clothings)
 - Therai Brightcloak (Tiefling M; red/ pink/ ram)
 - Gay!
 - Bright colors that work together
 - Small stools and mirrors for fittings
 - Changing rooms/ clothing racks

- The Whimsical Writer: (Paper/book supplies)
 - Caleb Walterson (Human M)
 - Reserved, bookish: basically Caleb Widowgast
 - Neat; honeycomb shelves for scrolls and parchment
- The Ivory Four Bakery
 - Two story building with the lower half being the bakery and the upper half being living quarters.
 - Bakery has a folding wall that raises up to be an overhang for a bar that she sells her good from during the day.
 - Owner: Bree Lighthand
 - Young Elder, Takes no shit, kind when she feels like it
- Taverns
 -
- The Cauldron
 - Jace Hale (Human M)
 - Young; brown hair; heartbreaker

----- Zedulor

- Small village; Farming
- Shops:
 - Blackstone Forge
 - Roddric Willson (Human M)
 - Middle aged; gruff; takes no crap
 - Shed connected to shop
 - Home above shop
 - Mortar and Thistle (Apothecary shop)
 - Biriel Mathais (Elf F)
- Taverns:

- The Cheerful Cherry
 - Rondar Swifthand (Gnome M)
 - On the younger side, cheerful, chatty

Haymount:

Defensive city ice cliff border

- Tall walls; large, sturdy wooden gate
 - Stable: Mastiffs/Ponies
 - Training ground
 - Amory
 - Barracks
- NPCs:
 - Quartermaster: Yana Pergan (Halfling F)
 - No-nonsense, can't be swayed about handing out extra materiel
 - Captain of the guard: Zanser Runeth (Gnome M)
 - Slightly shy, on the newer side, brave when needed
 - Lieutenant: Arigani Beil (Gnome F)
 - Strict, knows how to laugh with her soldiers
 - Soldier: Glim Longsight (Gnome M)
 - Smart, suave, knows how to follow orders

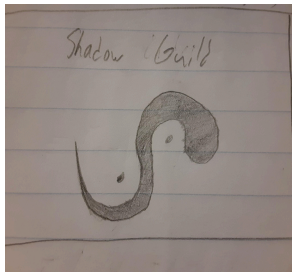
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- Pinefield (medium city)
 - Twinemeadow (simple village)
 - Wildewell (merchant town)
 - Eldergrove (fort at the edge of the Ice cliffs)
-

Far South/Dune Sea

- No one come back from trying to cross
 - Bandits living on the fringe
 - Mostly humans, Orcs, half-elves, + other fringe races
-
-

Northern/Southern Unknown regions

- Deep forest
 - Huge trees
 - Monsters and beasts
 - Small goblin clans
-
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The Shadow's Hand (thieves guild)

- Symbol: Wisp of smoke in an S with dots
 - Generally on the back-right shoulder
- Have underground, secret hiding places in all large cities
 - Sewers, caves, destitute buildings
- Stretching throughout the five kingdoms
- No real leader, just regional leaders that sometimes talk to one another
 - Shady dealings
 - smuggling/swords for hire/shady business
- Elf kingdom leader
 - Thia The Deadly (Half-Elf F)
 - Lithe, strategic, like the cheshire cat
- Dwarf kingdom leader
 - Balor Battlehand (Dwarf M)
 - Right hand replaced with hammer
- Human kingdom leader
 - Rowan Gerdath (Human F)
 - Eyepatch over left eye
- Gnome kingdom leader
 - Kanan Hyran (Gnome M)
 - Older; still strong; deadly with throwing daggers
- Halfling kingdom leader
 - Salarus (Tiefling M)
 - Middle aged; Very scarred from blades
 - Shows them off with sleeveless armored vest

Messenger Corp

- Official messengers of Nobility/royalty
 - If one asks for assistance/shelter/protection from city overseers then they must give it
 - They are a continent-wide organization who's leader answers to the queen. They are basically the US postal service

- Messengers
 - Enzo Johnson (Human M)
 - Leader
 -
 - Tara Colson (Human F)
 - Miri Swiftflight (Half-Elf M)
 - Paela Lithan (Halfling F)
 - Gimble Kinhand (Gnome M)

Name

- Location
 - Description
 - NPCs
 - Map:
-