

## The Sea of Treasures

The sea of treasures lies south of the Three Kingdom's area. It is home to a series of islands known as the Eel Islands. There are currently 11 islands in this chain. Seven of them are inhabited by the more common races of the world and 4 of them are said to be damned. Rumors of the formation of these islands date back to times before the world was broken.

The fury of the prince of darkness had been trapped in the inner sphere of this world for eons by the creator. Who was the creator, you ask? It is the vengeful being that split the world and who seems to give and take on a whim. The most accepted theory, or theological philosophy if you will, is that Torag, the god of dwarves, is the Creator. The elves would like to differ from that ideology and they claim it was Gozreth who split the world since the saying of his followers goes: "Respect the sea and the sky, lest we bring you ruin". Other races have their own explanation for who the creator was but among the more civilized peoples of the world it is agreed the Torag is the creator.

Regardless of the disputes on the creation of the world, there is no doubt as to who the Prince of Darkness is: Asmodeus. We in our earthen world (to break the fourth wall for a second) know him as 'El Diablo'.

According to scholars of ancient historical mythology, Asmodeus was trapped by Torag after making a wager. It involved a disagreement where Torag claimed that Asmodeus did not have enough power to forge a world made entirely of water. Being as Asmodeus had predominant power over fire this would have been a reasonable assumption. Asmodeus did not back away from the challenge and made a pact with Gozreth to give him temporary power over the properties of water. What he didn't know is that Torag had asked Gozreth to taint the power with a sleeping draught.

Asmodeus proudly formed a sphere of water and while he was in the center working away, the effects of the tainted sleep overtook him. Torag wasted no time and built a core around Asmodeus, trapping him inside the world, he then proceeded to craft the continents and seeded the world with the help of Gozreth.

For billions of years the world knew calm as the young races thrived and multiplied. Until Asmodeus woke up. Terrible tremors were felt throughout the world, volcanoes erupted and the land was covered with smoke and ash. It is said that in his ire, Asmodeus kept pounding the world from within and in pushing with such force upwards his spine left an indentation on the surface. The Devil's Spine is what the old races called the Eel islands as they rose like putrid boils from the depth of the ocean. Now, this terminology has not been used in quite a long time as most races agreed that referring to the islands as the Devil's Spine was an exercise in stupidity and would draw the Dark One's attention. Eventually the nomenclature was changed to the Eel

Islands, although there are still those who refer to the four middle islands as The Boils and claim that they were infused with the Dark One's anger and therefore cursed.

For the most part the inhabitants of this world tend to agree that Asmodeus escaped when the creator broke the world. The impact must have weakened the core and left a space for the prince of darkness to escape. His followers claim that Asmodeus has been biding his time to exact revenge on the creator and all his creatures and that the cultists of the Dark One will inherit whatever is left of this wretched sphere.

## **The Eel Islands**

The name for the islands now commonly accepted derives from reports of sea serpents seen patrolling around the area of the four Boils. Once a sailor mistook a smaller one for an eel. It was not an eel and thus the name was born as a reminder to what befell that poor soul. From East to West we will discuss each island in turn, leaving the middle four, The Boils, for later as there is little known about them still to this day and much speculation.

On the East side of The Boils are in order from East to West: Leja Island, Kura Island and Itza Island.

**Leja Island-** It is a predominant merchant human settlement. Since its inhabitants greatly rely on trade to make a living it is a fairly open-minded community and they will trade with goblins, orcs and the like as long as they have something of value and don't stir up trouble. The major port of call is Far Port. Because of the inaccessible cliffs that create a natural barrier around this island there is no easy access to any of the other settlements in the interior without passing through Far Port. Raids are rare but not unheard of and Far Port is well stocked with a full garrison, a fort and a respectable navy. One thing they do not tolerate is violence and they have a tight chain of command.

**Kura Island-** Also known as Dwarf Fort. This is a predominantly Dwarven island rumored to be inhabited by the direct descendants of the lost deep, where the first inhabitants of this part of the world are said to come from. This is the largest dwarven settlement of the known world, although there are many dwarven clans scattered around the Moon Wind Valley and other kingdoms (including the wild lands), this place is what they all still call home. Needless to say, you have to be well vetted before approaching. Like Leja Island, Kura is naturally protected by cliff formations but in addition, there are massive peaks that dot the island and it is rumored to have some of the richest mines around. Little else is known about this society other than they only trade with people they trust and they are rumored to have a mighty military power which is constantly warring with the inhabitants of Itza Island. Their main port of call is Toragdel.

**Itza Island-** This is a well-known festering pool of pirates of all races. A lot of hardy explorers and adventurers hail from here. It is the main watering hole in this area between excursions. It is jointly ruled by the pirate's guild and the mercenary's guild and apparently there is a difference between the two. There is a lot of information to be gathered here, the problem is being able to tell a good lead from bullshit is no easy task. Port Black is the major settlement and this island has full beautiful beaches almost all the way around dotted with plenty of shipwrecks and jagged rock outcroppings. A telling of how difficult it is navigating the shallows around this island. The inhabitants have a reputation for harassing and intercepting shipments meant for the main land and are a constant thorn on the side of the dwarves of Kura Island.

From Itza Island we move over to Ura Island which is the first Island to the west of The Boils.

**Ura Island-** It is a mountainous and hilly island composed of Deep Dwarves which are apparently cousins of regular dwarves but for some reason they don't get along with each other. Races found here include Goblins, Gnomes and a very numerous community of Halflings working the land. This is seen as the bread basket of the Eel Islands and many traders stop here to gather provisions. It is commonly seen as a no-raiding zone for the inhabitants of the Eel islands, which seems to be the only charter that they all can agree on. An attack on Ura Island is an attack on all, it is written. There are settlements deep beneath the mountains and it is common knowledge that there are vastly more deep dwellers than those found above. The main trading post is Sunnyside, manned by a combination of Halflings and gnomes with occasional goblins that trade on behalf of the races of the deep.

**Mola Island-** A society of highly enlightened elves live here. They are supposed to be master sailors but this is attributed to reports of them manipulating the elements to speed their ships. This leads people to believe they have highly specialized magic. They are very exclusive and mistrust most other races. They have a standing trade route to Boca via Cartaga and may occasionally make a stop in Illumbria. They tolerate Humans, halflings and gnomes, look down upon half-elves who are seen as a bastardization of their race and will be openly hostile to Orcs, goblins, dwarves and the like. They have a vast settlement called Nurath Portos or Near Port in the common tongue. They have astonishing architecture and most of the island is walled off with an elite group of Storm Callers ready to defend their home at a moment's notice. There is much easier prey around the Eel islands so most raiders give them wide berth. These elves are notorious for keeping grudges and exacting calculated revenge.

**Vera and Tara Islands-** These two Islands are both stuffed to the brim with raiders. They are the cause of much discord in the main land and disrupt trade on a daily basis. Fort Foot, Illumbria, Cartaga, Steel Horn and Port Fast are under constant alert from these savage raiders. They have been spotted as far north as Titan's Wrath and have raided settlements along the coasts of both Northern Univa and The Moon Wind Valley. Tara is a community of savage Orcs and Vera is populated by human berserkers. Half-Orcs move freely between the two islands. These two

societies are constantly disputing with each other but groups of them have been known to work together if there is a chance for profit. In the past there have been attempts by one chieftain or another to unify their peoples into one empire but greed and violence have ensured no leader stays on top (or alive) for too long. Currently their efforts have been focused on expanding into the salt lands and the Inner Sea while avoiding the Isle of Ire at all costs. It seems they are a superstitious people. Little is known of the layout of these islands as merchants and explorers avoid them at all costs.

### **Islands of the Damned-**

Unfortunately, there is limited information on The Boils. Many adventurers, explorers and raiders have vanished in those hellish lands never to return. It is said their tormented souls now haunt those tumultuous seas. From East to West they are: Cloud Island, Dragon Island, The Isle of Dreams and The Isle of the Dead. Out of the four, the only island that has been successfully navigated to (if you believe the tales) is Cloud Island. Initial reports paint a calm picture of a paradise island with a massive mountain range on the West side. Clouds tend to cluster around the main mountain peak and that is where it derives its name. The other 3 islands remain an utter mystery. Although reports have come back from Cloud Island, no one seems to know first hand of anyone who has actually been there. Don't take me wrong, there are plenty of people who have claimed to have been there and back but little to no evidence of such voyages exist. These reports might as well be made up. The names for the other 3 islands are based on a long-lost oral history amongst the islanders. People speculate they were just made up to keep sailors away, although how the Isle of Dreams sounds intimidating is anyone's guess.