

THE KNOWN WORLD on the surface is a familiar late medieval period with human kingdoms, castles, and fortified city-states. Kingdoms of men and Eldar surround the Dragon Sea. **AKKUR** [N11] - The basalt and obsidian palace of the **Baal** dragon lords, powerful Eldar who worship and work on behalf of noble dragons. Their **Draconian Empire** once spanned the world, and remnants are still visible into the new aeon, poking above the crust like islands.

ALGLONDOR [H7] - The holy kingdom of the **Algmonds** occupies the rocky river valleys in the northwest. The Algmonds are honorable, pious, and excel at building river castles and forts. Their chief fortification is the Aegis, Shield of the North, where Algmond paladins of **Pyrose** the Fyre Lord ward against the undead of Sepulchre to the northwest and the vampires of Nan-Avathar to the east.

BELERION [J6] - A remote northern realm bordering Nan'Avathar and Hrivlyggdor, renowned for natural wonders such as floating rock formations. Pilgrims on a quest for knowledge and peace will be welcomed by wise Eldar druids known as Belerions and will find what they seek.

DORTHONIEN [J8] - A vast woodland coastland region Within and around these forests dwell the **Dorthons**, men known as elf-friends and half-elves, for these forests are a refuge of the **Elves**.

THE DRAGON SEA [L10] - A vast inland ocean with waters are infamous for rocky “teeth” within a few miles of the shore, oft hidden by thick mists. Some teeth are atolls, but most are uncharted hazards. Sailors make offerings to **Suul**, the dragon of the mists.

THE DRUNLANDS [N8] - A dismal land of twisted forests, fens, and dragon mounds between Hrivlyggdor and Akkur, where strangers are welcome and put to succulent use. **Drunes** rule this land, troglodytic Eldar who hide from the sun in their tomb city of **Drun' Carnac**, or in countless caves and dungeon-forts in the region. The Drunes pillage and bring sacrifices to summon the **Great White Wyrms**, who will devour the world.

GREAT GOBBAH EMPIRE [E12] - A harsh land of pits and tunnels leading to the Underworld realms of the Gobbah, a cruel Eldar race of goblyn sea daemons who always seem to wriggle their way to the surface during each aeon. The shores are littered with sacrificial altars and temples near steps leading into the sea, where they practice foul rites of worship to aquatic gods such as Dagon and the Kha'din.

HARNENDOR [J13] - The Southmaren Empire of Harnendor covers the far south. Their golden city of **Aquila** is a hub of trade, learning, and Black Wizardry. The **Harns** have vast fleets and have explored much of the world, and established many secret trade routes and colonies around the Dragon Sea.

HRIVLYGGDOR [L5] - The northlands of the midnight sun are vast taiga forests and arctic tundra.

The **Kith** roam this savage land, grim warriors feared for their strength, resilience, tempers, and utter lack of fear. Kith longboats sail the Dragon Sea to hunt Wyrms or plunder the soft rich.

KITANIA [I10] - A prosperous kingdom covering the fertile midlands between Alglondor to the north and the Rochir Plains to the southwest. The **Kitanians** love freedom, horses, archery, and ships. They send food and munitions north to Alglondor.

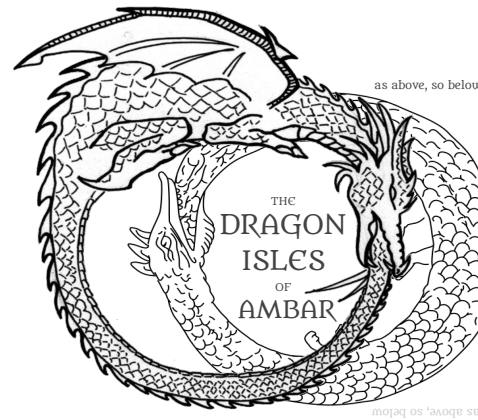
LYONESSE [K8] - The rocky and mist-cloaked central coast is home to the Lyonesse free cities. The Lyonesse people love freedom and trade have learned to be adaptable in their war-torn region. The Lothian mercenary companies are famous. Their greatest free city is **Ashenrise**, which sits at the end of the Wolves Teeth archipelago and is the main trading hub of the north.

NAN-AVATHAR [I6] - A grim and desolate land of volcanic ashlands and crags east of Alglondor. This is the realm of the **Avathars**, vampiric Eldar ruled by thirteen **Vampire Lords** who seek to cover the land in ash and bones thus and end the aeon. Some histories indicate they have done this several times before, with each death adding to the strength of their underworld. Some Avathars labor to build dark shrines and recover lost treasures in **Sepulchre**, and some dream of rediscovering the ruins of the Necroalchemical Empire Of Arh'Tolth deep in the Vokrazum jungles.

NAN-SURINEN [L13] - A warm southern valley at the edge of the world, filled with the breath of the divine winds. Positioned between the Dragon Sea and the southern edge of the world, the jade mountain forests of Nan-Surinen hide many natural wonders such as the unique savannah known as the Sea of Knives. This is the holy land of the **Alu**, black-robed monastic Eldar who live by the sword, and foreigners are seldom permitted within.

ROCHIR PLAINS [G13] - The Rochir Plains is a vast region of arid savanna and deserts. The **Rochir** “horse lords” are nomads who rule these lands, said to learn to ride and wield a blade before they walk, who value freedom above all and bend no knee.

SEPULCHRE [G5] - This legendary valley is ringed by the Wintercrown Mountains, north of Alglondor and west of Nan-Avathar. This was the oldest region of the world, cradle and paradise of first Eldar, who called this region Ealde. Later this was the site of the legendary Battle of the Thousandfold Curses, where Eldar hosts fought the daemonic Kha'din and died, then rose as undead. Their graveyard extends deep into the strata of the Underworlds. Alglondor shields the world from the undead, while Nan-Avathar seeks to recruit them.



The DRAGON ISLES OF AMBAR

World Overview

THE WORLD IS NEWBORN, bright and beautiful, full of life and potential. Young races of man are building kingdoms on the unspoiled shores of the Dragon Sea. As they encounter ancient ruins, Eldar races, dragons, and other monsters, they learn deeper mysteries of the ancient worlds that came before. The young races of men are the honorable **Algmonds** of the north, modern **Kitanians** of the west, mercenary **Lothians** of the midlands, fierce **Kith** northmen, **Dorthon** elf-friends, sophisticated mercantile **Southmarens**, and **Rochir** horse lords of the south.

THE WORLD HAS DIED and risen again in a timeless cycle. Each new incarnation blossoms and grows for an aeon, then dies in an apocalypse. Every reincarnation is a land for new races and civilizations and dragons, built on the stones and bones of the past. Every death adds another layer to the deep strata of the Underworlds below the surface. The entire world is riddled with the bones of colossal dragons, wyrms, cities of forgotten empires. Long-buried mysteries are revealed by earthquakes, survivors tunneling toward the surface, and adventurers exploring the depths.

THE UNDERWORLDS are vast subterranean gigadungeons formed by the layers of countless precursor civilizations. Survivors compete for life in the dark cold below, and struggle to reach the surface. Treasure hunters, adventurers, and doom cults will seek entrances to the Underworlds and seek to plunder the riches of ancient aeons. Within the depths you will find dead cities, riches, artifacts, dragon lairs, monsters, vast tunnels and caverns inside dead dragons, eggs laid by chthonian horrors, trapped Eldar civilizations, standing armies forged and forgotten, imprisoned kha'din and undead horrors, entrances to **Kalla**, and shrines to Gods with forgotten names.

ELDAR are survivors of earlier aeons, perhaps once like us. The most prosperous Eldar control realms above and below, but most are trapped below and seek the surface, or wander without a people or a home. Some of the Eldar you might meet are the forest dwelling **Elves**, dragon-worshipping **Baal**, vampiric **Avathars**, ophidian **Drysi**, troglodytic **Drunes**, cunning **Dwur**, stone-skinned **Karrocks**, silver-eyed **Alorns**, cold-hearted **Norns**, wise **Belerions**, black-robed **Alu**, reptilian mystic **Kess'rith**, fiery **Ifr'it**, slithering scaled **Linnorms**, goblinoid **Gobbah**, Kha'din-tainted **Akuma**, angelic **Aethiiri**, and winged **Tengu**. Respect your elders, for they have survived the aeons, and are not often friendly.

DRAGONS are bound to the cycle of the world, dying in each apocalypse and reincarnating with each aeon. Most dragons can be reasoned with, especially if worshipped and served like gods. Some dragons have cast aside this natural cycle, living past their aeon as **Wyrms**. The **Baal'Mot** are draconecroalchemists who aided the Wyrms in this end. By living beyond their natural time the Wyrms grow to enormous size, misshapen, grotesque, cancerous, and sometimes undead.

MONSTERS are horrors from prior aeons, roaming the Underworld or set loose upon the surface world after an earthquake. If you track a monster you may find a route into the Underworld, where great riches of ancient aeons await your plundering. The oldest, deepest horrors, such as the **Kha'din**, always seek to return to the surface, and their presence heralds the end of the aeon.

KALLA are holdfasts that allow the Eldar to survive across aeons. Each is an extradimensional pocket controlled by sorceries. Eldar, dragons, and wizards struggle for control of these places in a hidden magical war, yet, one that influences the surface world profoundly. As above, so below. **Kalla'din** are Eldar extradimensional prisons for Kha'din and other daemonic horrors. Most Kalla entrances are located at Nodes, which are intersections of Dragon Paths coiling around the world.

THE GODS are **Pyrose** the Sun King, **Xohm** the Earth Mother, **Mrmym** the Winged Messenger, **Lunara** the Veiled Maiden, **Kurg** the Winter King, and **Hruul** the Voice in the Void. They are known by many other names across cultures and the aeons, but the archetypes are the same, for example the Baal known the Veiled Maiden by the name Suul. The Gods exist above the rebirth cycle of the world, and seldom leave their Hallows, more often sending their **Saints** on missions of faith.

