

THE KNOWN WORLD is a familiar medieval tapestry with human kingdoms, swords, chainmail, castles, and city-states. Eldar realms are mythical and grim renaissance fairy tales. **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 travelers are welcomed and put to succulent use. The hateful **Drunes** rule this land, red-eyed troglodytic Eldar who hide from the sun in their tomb city of **Drun' Carnac**, or in countless dim caves and dungeon-forts in the region. Drun warbands raid human lands for slaves and sacrifices to crack the earth and free the **Great White Wurm**, who will devour the world.

GREAT GOBBAH EMPIRE [C12] - 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, to worship and summon Dagon the Voice of the Deeps or even 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 Algondor to the north and the Rochir Plains to the southwest. The **Kitanians** love freedom, horses, archery, and the sea, and revere the gods Mrmym and Lunara. They send food and munitions north to Algondor.

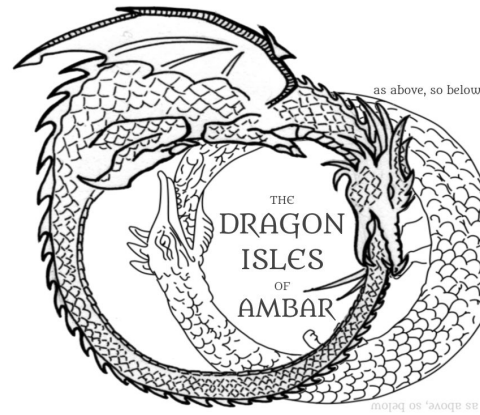
LYONESSE [K8] - The rocky and mist-cloaked central coast is home to the Lyonesse free cities. The Lyonesse people love freedom and trade have learned to be adaptable in their war-torn region. The Lothian mercenary companies are famous. Their greatest free city is **Ashenrise**, which sits at the end 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 Algondor. This is the realm of the **Avathars**, vampiric Eldar ruled by thirteen **Vampire Lords** who serve Kurg the Winter King seek to end the aeon in an endless winter of ash and bones. 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 mountain forests of Nan-Surinen hide many natural wonders such as the deadly savannah known as the Sea of Knives and jade cliffs with brightly feathered dragons. 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 other than to the gods Mrmym, Xohm, and Lunara.

SEPULCHRE [G5] - This legendary valley is ringed by the Wintercrown Mountains, north of Algondor and west of Nan-Avathar. This was the oldest region of the world, cradle and paradise of first Eldar, who called this region Ealde and took refuge within a valley ringed with *weirstones*. Later this was the site of the legendary *Battle of the Thousandfold Curses*, where Eldar hosts fought the Kha'din, died, but rose as undead rather than thralls. Their graveyard extends deep into the strata of the Underworlds. Algondor shields the world from the undead, but Nan-Avathar recruits them.



The DRAGON ISLES OF AMBAR

World overview

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

THE WORLD HAS DIED and risen anew in an infinite 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, sunken cities, vast watery grottos, and tunnels leading above and below. **THE UNDERWORLDS** are vast subterranean gigadungeons formed by the layers of countless precursor civilizations. Survivors compete for life in the dark cold below, fighting monsters and one another in their struggle to reach the surface. Yet, treasure hunters, adventurers, and doom cults seek tunnels into the Underworlds 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 previous aeons. Once young races like us, they have been forged, broken, and reformed in world-ending fire to something like fae or daemons. A few Eldar have realms above and below, but most are trapped below and seek the surface, or wander without a people or a home. Some Eldar you might encounter are fae **Elves**, inventious **Dwur**, draconic **Baal**, vampiric **Avathars**, snake-worshiping **Drysi**, evil troglodytic **Drunes**, stone-skinned **Karrocks**, silver-blooded **Alorns**, glacial **Norns**, wise **Belerions**, black-robed **Alu**, reptilian mystic **Kess'rith**, fiery **Ifr'it**, slithering scaled **Linnorms**, grotesque goblinoid **Gobbah**, angelic **Aethiiri**, and raven-winged **Tengu**.

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 rebirth cycle of the surface world. **Kalla'din** are Eldar extradimensional prisons for Kha'din and other daemonic horrors. Kalla gates are located at Nodes, which are intersections of Dragon Paths coiling around the world.

WIZARDS are abstruse sages and adepts of the magic arts. Aside from the youngest apprentices, wizards are as old and wise as the Eldar. Wizards seclude themselves in Kalla to focus on their arcane experiments and studies without interference or interruption, leaving only to fetch certain requirements or provide guidance to the current swath of young kingdoms. Wizards often form covenants of mutual assistance and defense of their Kalla, such as **Imperial Black Wizards** in Harnendor, **Istari** in Belerion, **Inverted Pyramid** in Lyonesse, and **House Cennyth** in Kitania. **DRAGONS** are bound to the cycle of the world, dying in each apocalypse and reincarnating with each aeon. Dragons are territorial, and guard their lairs to the death, from threats above and below. Some dragons have cast aside this natural cycle, living past their aeon as quasi-undead **Wyrms**. The **Baal'Mot** are draconecroalchemist priests who aided the Wyrms in this end. By living beyond their natural time the Wyrms grow to enormous size, misshapen, grotesque, cancerous, and undead.

KHA'DIN are primordial horrors spawned in the watery darkness of the deepest, oldest layers of the Underworlds and ocean abzu. In each aeon Kha'din find for paths to migrate to the surface, and dragons struggle to hold them back. Their mournful soulsong causes eerie dreams and impulses, and a touch of eye-covered tentacle infects with taint that spreads until the host is a **Akuma** thrall.

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 other names across cultures and the aeons, but the archetypes are the same, for example the Baal known the Veiled Maiden as Suul. The Gods exist above the rebirth cycle of the world, and seldom leave their Halls, instead sending their **Saints** on missions, armed and armored in faith.

