**Localities**

Hwen

* The major port town of Westra. Being a majorly self-sufficient island, trade is more sparce at this harbor than most in the wider archipelago. With the influx of students bringing steady riches, they primarily import durable and precious metals due to the lack of sufficient mining locations. While some arrive as raw materials, most received are in crafted forms due to a lack of smiths (due to this, students who study the smithing arts may more easily find work).

Llaffan

* A simple hamlet a safe distance inland bordering grassland and woodland. It’s also a reasonable distance from the reaches of Brine’s Bounty, the most popular fishing area on Westra. The area sports primarily fishermen, but there are also a small number of hunters and farmers that reside here as well. Students may have some trouble acquiring things here as they would in a normal town- as it’s made for harvesting and not for direct merchandising on location. The available resources are much more limited here than anywhere else (except the food items of course).

Westra Academy

* The primary place to be for students. While not a full town by any means, the campus resources are more than adequate for providing resources to its residents. Despite being nowhere near the most bustling place in Westra, it always manages to be the most lively from one situation or another.
* (Madagascar) moon and sunset moths, peacocks?

**Landmarks***\* Yet to be known to the party*

Bramble Bastion

* *Ranger outpost, naval defense*

Fife Fields\*

* Held in the crook of Two-Step Road and Prince’s Peril is a gale-kissed expanse. A mix of farm and wild grass, the area is peacefully silent most the time. Frequently, the whistle of a fife carries on the wind to greet travelers that pass by.
* The sound is made by the wind passing through some of the local flora- a native species of fern known as Flautist Ficus whose leaves are wound in small twists.

~~Grey Mirror~~\*

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Haunted House\*

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Headmaster’s Graveyard\*

* A quaint graveyard tucked away in a corner of the woods. It holds few gravestones of varying names and centuries, all overlooking the coast behind the safety of the foliage. The stones are very well tended to, and each with their own flowers carefully grown in the grounds around them.
* Some names are those of previous staff, but many are not.
* There are no trails leading here, only a passageway through the earth hidden by vines.

Hermany Mural\*

* A tall, stone monument constructed in the thicket. Emblazoned upon it is a vibrant mural. The appearance of the mural changes for each person perceiving it. The image depicted, the medium it’s created in, and even the state of the stone itself is inconsistent with each visitor. When one person sees an intricate ceramic tilework of a couple running through a bright flower field, another may see a dark red, purple stained-glass window partially shattered and scarcely held by a half-crumbled bastion. Its appearance is also said to alter with time, or even under conditions as simple as a cloud passing overhead or the flip of a copper piece.
* Seeing a mirror reflecting your image back is said to be an ill omen.
* Some people rumor the mural depicts an abstract reflection of the viewer. Others claim it gives portents for things to come. There are many theories, and many eerily specific stories that account for different meanings behind it. Some students come here during ominous conditions on dares or sorority tests.
* Perhaps the only one who knows for sure is its original creator- an Eladrin mage by the name Oriyos Rylenne. Oriyos taught at the Academy before its construction, taking a two-year leave during that time. They returned to teach, but shortly after vanished without a word. They haven’t been seen anywhere since.

Lachrymose Grounds\*

* Partly obscured by long shadows of the inhabiting trees is a dark green space hidden within the woods. The area is gently covered golden dewdrop, jacaranda, and nectarine trees. A gentle pattering of water droplets falls from the trees perpetually- as if the trees themselves are crying- granting the area its name. The earth is home to many animal tracks- but seemingly free of any sort of humanoid influence whatsoever.
* Throughout the area are numerous ponds puddled around the trees. The grounds encompass a slice of forest about half a mile at its longest.
* The grounds are frequented by many dragonflies and the nearby wildlife seeking a place for drinking water. In the dark, the area is very dimly lit by the native bioluminescent mosses, fungi, and flora that thrive in the heavily watered area (these particular things not based on particular real-life plants- just inspired).
  + This area is full of fantastic potion ingredients ripe for harvesting. If any harvesters get too greedy, they will then feel they’re being watched. The feeling will intensify if they continue. This is the fantastical creature that resides here. As an unmalicious entity, it will likely attempt to ward away anyone that risks harming the grounds unintentionally. Has an ability that forces a DC \_ Wisdom saving throw- whereupon a failure the target is overwhelmed with a feeling of wanting to leave the area immediately. Perhaps a roar, or maybe a more subtle psionic-like force of willpower.
* A mystical creature calls this place its home- a great tiger-like creature with pearlescent fur and four glowing pupilless eyes. It has three sets of feathery wings that end in dragonfly wing-like features.
  + It hides away from the sight of visitors to the grounds when it notices them.
  + If it senses a visitor’s intent is a threat to the grounds, it will attack in ambush.
  + It’s very unlikely that anyone would actually find themselves facing this creature *under ordinary circumstances.* On rare occasions, there are those who catch brief glimpses of it before it vanishes from sight- sparking the rumors of “the spirit of the woods.” While having keen senses, it is a very large and eye-catching creature from a distance- especially at sunset as it gets dark but before the glow of the ground’s flora is strong enough to distract from its own.
  + Intended to be a very powerful creature- perhaps even an island god.
* Fitting music: [Etrian Odyssey Untold 2: TKoF - Labyrinth VI - Forbidden Forest - YouTube](https://www.youtube.com/watch?v=DnW95IHj_TI)

Long Meadow

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Lost Meadow

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* Area is alight with hundreds of fireflies at night

Monster Rock

* A collection of large rocks protruding out from the waves. From the right angle, they arrange in a formation that resembles the visage of a \_\_.
* The area is a popular swimming spot with students.
* Most commonly, those traveling here will spot local capybaras either along the way or near monster rock itself. Around an hour before sunset, the capybaras head inland to the Lachrymose Grounds for a drink before bedding down nearby.

Morytha (The)\*

* The ruins of a once great ship smashed into the Glimmer Tides.
* It can be found by walking along the shore, seen from the end of the Crumbled Peninsula, or seen from the lookout tower of the Bramble Bastion (note it cannot be seen from the end of Nestled Nook, one must travel down the coast past the obscuring tree line to see it).

Mysterious Shack\*

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North Point Overlook

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Old Orchard

* ***Understand if this wasn’t what you were picturing. I can always make another point of interest and put some of this there (or in Hwen) if you like.***
* Mingled with the rest of the farm plots around the island stands a smaller plot built with more grace. Aged but tended to perfection is an orchard sporting a mere handful of fruits- acai, bananas, dragonfruit, and guavas. All are used in the making of wine in an elegant winery built on a hill overlooking the fields. It sports a comfortable balcony dining area for well-paying patrons with the best cuisine the island has to offer.

Ondor Ruin

* Not far from the campus are the ruins of an old, stone monastery. It scarcely stands in a fairly miserable state of disrepair- as if assaulted ages ago. Various plants have enwrapped its exposed walls, and meager places of rest have been settled for students to sit quietly.

Prancing Prairie

* Antelope

School Docks

* The small harbor built exclusively for academy business. It only homes two ships owned by the school: the \_\_ and \_’s Folly. Occasionally, lessons will be held on the latter as needed and weather providing.

Shrouded Statue\*

* An old, dark marble statue carved in the likeness of some sort of dietic entity. It lies at the true end of the Forsaken Steps- a wide, well-traveled path left barren years ago. The statue has been left to be blanketed in moss and shaded by the trees overhead for most the sun’s passing.

Smirey Docks

* An incredibly tiny extension of the School Docks that only harbors a small vessel. A single staff member is stationed here at all times- to verify that only staff and seniors at the end of their studies gain passage onto the boat.

Spice House\*

* In the middle of the vast farm fields lies a large greenhouse with reflected sunlight visible significant distances away. Inside many, many variable spice plants flourish. The garden is cared for by a diligent, druidic faerie gnome matron. She delivers a parcel each to Hwen and Westra Academy the same time every week- and can be seen in giant eagle form overhead. She asks not for riches in exchange for her goods, but for meager resources, medicine, and some company to come visit.

Staff in the Stone\*

* Hidden past the trees where only a glimmer of light may reflect to reveal its location is a single glimmering staff standing upright out of a slab of stone. It shines in precious metals and magical energy- surely an item worthy of legends.
* In truth, it’s a *very* intricately done senior prank comprised of the use of many spells in order to make the most convincing fake artifact they were capable of. It makes use of spells including: Fabricate for the staff (using real precious coins as a coat, and shaped like an anchor beneath the surface of the rock) and the “rock” slab (actually a mix of clay and cement immune to the Stone Shape spell), Magic Aura (for magic detecting/ identify purposes on staff and to hide other localized spell effects), Magic Mouth (to create mysterious magic whispers in the space), and Plant Growth (to obscure magic mouths and make the site look old and untouched).

Sunspecked Sanctuary

* Lying at the end of the well-worn trail is a small clearing. Quant, intricate shrines stand arranged in a circle bordering the wilds. Each is decorated in the visage of a different deity and well-tended to. Other students are dispersed throughout the area to whisper their prayers and dotting slightly past the shrines are wild fleabanes gently swaying.
* (if there are many, many deities in this world, it would make more sense as just a continued path lined with shrines along the sides.)

Tanglerock Outpost\*

* A small cobble tower structure built into the higher reaches of the Crag Maw. Mildly weathered and wild-touched, the structure stands as a memorial to those who once flourished in the wreaked village further south. Names of those lost are carved into the bricks inside. Climbing to the top still grants a perfect view of the remains in the sand.
* A pair of fruit doves has made a visible nest in the branches near the overlook.

Tower (The)

* One of the newest constructions in Westra is a tall, cleanly constructed stone tower. Its pattern is unlike the commonplace sand-colored stone used throughout the rest of the island. As if a piece of land was a carved piece of the island itself, its decorated with the striated grey and white signature of the chalky cliffs it stands on.
* This is one of the Academy’s sites- a place for specific, specialized courses. While it’s possible to sail out here, there are no docks built. School members arrive here via teleportation circle. The location is also rarely used for tests of magical endurance- serving as a place for those in the highest tiers of transmutation studies to test the full length of their concentration and flying skills by fetching an item from the top of the tower and bringing it back to the Tower Overlook.

Tower Overlook

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Treehouse\*

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Village Ruins\*

* Splintered along this corner of Jagged Jaw Coast are the ruins of a small town cradled in the sands. The remaining, crooked wood structures weep sun-bleached and sanded down. A cluster of sea turtles have nested in the protection of the strewn pieces. The soft cresting of the waves echo unrivaled through the air.
* This was once a small fishing village thriving on Westra. Many decades ago, a dreaded storm washed through the buildings and left scarce survivors. Only a handful of people remain to tell of this humble place and the face of the tragedy that befell it.

Volcanic Caverns\*

* Winding through the earth in Mawside are a network of tunnels carved through the porous rock. The caverns dive deep and darken quickly, their depths a humid assault on its visitors. Strange and unusual life glows in the darkness, guiding those who travel far enough. Whispers wonder at what sights lie at its depths, but only hardened explorers can withstand the delve.

Willowalk Pier\*

* Through the choking marsh is a web of boardwalks draped in vines, moss, and water lilies.
* It functions as a fishing dock but is also an excellent place for harvesting unusual plants and things for arcanic purposes.

**Roads**

Dock Road

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Faerie Dragon Lane

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Hwen Road

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Magelight Road

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Meadow Road

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Radstone Road

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Two Step Road

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**Trails**

Ameryn's Cradle

* A significant portion of the trail goes through an area overgrown with ameryn creepers (similar to bengal clock vine) that obscures the path. Because of this, travelers often deviate off the trail by accident- furthering the overgrowth and causing many who travel this way to find themselves some ways away from their intended destination.

Amplegreen Trail

* A trail lined with various fruit trees and shrubs grown by and tended to by students. They’re there for the academy to enjoy freely- as well as the local wildlife.
* Home to banana, cherimoya, cocoplum, feijoa, goumi, nectarines, papaya, and many other plants
* The area is frequented by indri lemurs, red ruffled lemurs, toucans, couas, barn swallows, cranes, elephant shrews, okapi, warthogs, and many other creatures.

Broken Branch Bend

* Origins of the name are mostly unknown and often contradictory
* People seem to think more branches fall on this trail than others, but this is just a misconception

Bygone Bourn

* A trail that's a worn groove in the ground and acts as a stream during heavy rain- making traversal difficult

Copperquill Run

* \_
* Being a popular place to travel along the coast, there are a number of footpaths branching around the section of forest the trail cuts through.
* Often seen from the trail are a number of capybaras on Driftwind Beach. Around an hour before sunset, the capybaras head inland to the Lachrymose Grounds for a drink before bedding down nearby.

Dusty's Trail

* Some locals know the story of a child who once tried to run away from home and went down this trail- bringing the family dog with him. A beastie emerged from the brush and attacked him, but his dog fended it off and saved his life. The trail was named in the dog's honor.

Forsaken Steps

* A strangely wide trail with one end at a shrine and the other the ruins of a quaint fishing village
* Centuries ago, before the establishment of the academy and Hwen, a small fishing village resided on the island. Every year, the entire village would march up this trail to their holy site- marked by a statue carved in the likeness of their god- to bring it offerings for its blessing during the low season. Few descendants remain to tell of their history, but the statue still stands at the end of the trail (worn with time); watching over its bends all the way to the place the village once stood.
* *This could be the old worshipers of the warlock's patron, or a local interpretation of one of the current major gods*

Galigos Trail

* A rough path that crosses near a local colony of marine iguanas

Gleamwater Gyre

* Nothing seems particularly special about this trail at first glance. When traveling it at night, however, one can see the waterline glow a brilliant turquoise blue from the bioluminescent algae growing here

Hopskip Bound

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* ~~This section of trail certainly looks interesting, but I can’t come up with what would be here. Looks like someplace people would go for something of interest off these trails, but I can’t think of anything that makes sense.~~ Maybe some abandoned market stalls used during island or school festivals?

Marlin Way

* The most traveled route for the local fisherman that have their own preferred quarry and spots along Brine’s Bounty. Some of Hwen’s nicer restaurants have an agreed evening delivery time with certain anglers- ensuring the freshest fish.

Mistral Pass

* The highest climbing trail on the island as it snakes upwards. It gives a great view of the nearby Townside area.

Nestled Crook

* A somewhat popular trail often used between the academy and Two Step Road. It’s frequented by those looking to avoid the bustle of the Magelight Road between the school and Hwen.
* The stretch north of the road is a remote path rarely used by travelers. The forest trees wrap around it closely- creating a covered canopy for most of its reach.
* Occasionally spotted in the area are red ruffled lemurs up in the trees. They tend to retreat from anything that gets too close. The local foot traffic makes them less shy with people than the most the islands’ other wild beasts, however. They usually just watch people pass by unless said people get within 40 or so feet.

Ondor Steps

* A minor path that leads into a rugged staircase held by elevations of dirt held with stone slabs. It’s nearly as old as the ruin itself- holding up somewhat well through the weather and moss.

Prince's Peril

* A small local fairy tale tells the story of a young prince boy that escaped the clutches of a wicked hag. The truth of the tale is questionable.

Ravelroot Trail

* The local flora tend to overgrow over the pathway- making traversal tricky and a nightmare on fine, draping clothes

Seasculpt Ascent

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Shaded Snarl

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Stoneskip Jaunt

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Sundered Tangle

* The long, heavily traversed trail running between the academy dorms and Westra. While the roads are faster travel, this route is quieter and branches off to many other places of interest.

Talontrot Trail

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The Overgrove

* Path on high ground where part of it has a breathtaking open view of the forest below.
* Named only for its location, nothing else terribly notable about it

Underbite Path

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Wandering Way

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Whistler's Crossing

* Known for the (black-bellied) whistling ducks that nest in the area

**Minor Trails**  
Bay Walk  
Lowood Path  
Outpost Trail  
Overlook Path  
Shrine Path  
(Intentionally unnamed trail to treehouse)

**Coasts**

Bowing Bluffs

* Spans from the Tower Overlook to the point west of Hwen
* The waves carve into the sides of these cliffs, arcing to a precarious degree

Brine’s Bounty

* Follows the island from near the Tower Overlook to the end of Whistler’s Crossing
* Off the coast is a vast coral reef that hosts an extraordinary and numerous variety of tropical fish. This supports the local fishing market and serves as the island’s primary source of fresh meat.

Driftwind Beach

* Begins near the Smirey Docks and ends at the end of Cape Seaspray
* Long, pale sanded beaches with calm tides
* Between Mistral Pass and Talontrot Trail is a group of capybara that frequent the shoreline. They don’t mind the presence of people as long as they aren’t loud and obnoxious. Around an hour before sunset, the capybaras head inland to the Lachrymose Grounds for a drink before bedding down nearby.

Glimmer Tides

* The coast along the Sweetfish Bay
* Waiting near the end of Nestled Crook is a secluded section of shoreline with a fresh ocean breeze. The forest cradles the waterline eastwards- providing a comfortable shade for a long stretch of shore. Swaying in the wind are pineapple bromeliad plants spotted within the foliage.
* Travel east is hindered by untamed plant growth reaching into the waters and obscuring vision out a distance. Contrarily is a feint footpath to the Crumbled Peninsula northwards.

Jagged Jaw Coast

* Spans from the end of Whistler’s Crossing to the Smirey Docks

Scuttling Shore

* The shore bordering the Bay of Many Crabs
* A coastline not of sand, but of multicolored sea glass shining like jewels. Hidden within the rubble are tiny crabs fostering similar color and size.

Stoney Beach

* Runs from the point west of Hwen to the Crumbled Peninsula
* The view of the cliff face is one of the most spectacular sights to greet first time visitors arriving in Hwen. Known as the \_\_ cliffs, they are made of pale green and teal soapstone that has outlasted the surrounding minerals that have all since weathered away.
* The landscape on this coast has a dynamic relationship with the waterline. The sands lie mostly on either end, but a thin strip of it traces the edge of the cliff when the tide isn’t high.

**Surrounding Waters**

Bay of Many Crabs

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Scrawlmark Channel

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Seaweed Cove

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Sweetfish Bay

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Wameda Bay

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**Landscape Features**

Cape Seaspray

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Crag Maw

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Crumbled Peninsula

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Kalclith Horn

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Point Rock

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West Point

* The most bountiful fishing location on the island due to the grandiose reef systems not far from the shore. Rumored to be seen playing on the surface of the water are wondrous creatures known as drays- kind dragon creatures with the characteristics of rays. Local fishermen vary drastically in their beliefs in these creatures, but most think the legend hogwash. Most of the supposed sightings arise from travelers not frequent to the area.

**Islands**

High Tide Island

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Lost Lily Island

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Skyview Skerry

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Smirey Isle

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