

A handy guide about Zeh Greylands.

The Greylands

Size: Roughly Germany

Rivers? Lots of them, but predominantly two big ones, running from north to south, although not in a straight line, and spreading off in all sorts of directions and smaller parts like lakes and whatnot:

- Eastern/Central river is **Gltava** (Ghel-ta-va), The Multi Headed Snake, Hydra River. Snakes its' way through the Greylands, plinting off in all sorts of directions. It is often thought of as the great Jugular of the Greylands.. Many of the City States are built around a portion of the Gltava.
- **Ytrij**. Runs straight from north to south. It is obscured by the Bordering Forest, running through the gargantuan woodlands to the West.

Most of the terrain is rolling hills and pockets of woodlands with one forest in particular being worth renown.

Bordering Forest? Also know as

- **Tichy Vykrik** - Also known as **Vykrik Woods**, the Bordering Forest, or just **Vykrik**, is a huge woodland stretching across the mountains to the north, all along the west. Generally conceived as death dressed up with branches, pines, mires and misery.

City States of the Greylands

- **Velmina** - One of the three powerhouse-states. Situated to the North-east. Known for strong connections to The Faith of the Wall, and presumably even the Great City of Walls itself.
- **Drosk** - One of the three powerhouse-states. Especially wealthy. Known for being the most efficient place for commerce and multiculturality in the Greylands. Situated centrally, slightly to the north. Known for its skills in trade, negotiations and hot-spot for the ambitious.
- **Vogtrad** - One of the three powerhouse-states. Situated to the south-west. A complete lack of Providence present, but presumably the single most hostile city in all of the Greylands.
- **Udenrad** - A smaller city state east-center. Vassal to Drosk.
- **Ruins of Yetl** - Decided to go to war with both Drosk and Velmina while being situated between both states some eighty years ago. Technically still a place where people live, but it is more a haven to where criminals and mercenaries flee when they've pissed off one too many important folks. The authority of the ruined city fluctuates between who is the most bloodthirsty at the time.
- **Kerzim** - A not so happy-fun-place, with rising religious tensions. Hate and fear mongering running wild. Current residence of **Irina**, **Steffan**. **Wis** comes and goes, **Loui** just passes through. Just north of Dohkna.
- **Dokhna** - A city to the south east, close to the Coastlands. **Irina Ivchenko's** birthplace, and the state from which she is Exiled.

The Coastlands

Roughly little less than a fourth in mass compared to The Greylands. Long, thin area geographically, eastern border is the euphonymous coast.

the Coastlands - also known as Ijzerlands, is the area “bordering” on the Greylands. The notion comes from the noticeable cultural differences to the coastal city states.

Vakosta’s Landing - The most northern coastal state. Theocratic, harshly class governed and greatly divided. Has an active criminal underbelly, especially efficient in smuggling goods and contraband to the shadier parts of Ijzserport, Grolaan and the eastern states of the Greylands. Vakosta’s Landing is recognized for its multitude of walls, sometimes monicked “Port of Rings”. Named after Faith of The Wall champion, now gained status as Ancestor Saint, **Harbiner Vakosta**, whom supposedly founded it and is believed to be the reason for Providence’s presence in The Greylands. **Steffan Rider** hails from this city.

Grolaan - A lesser state of seafarers and fishermen. Small and mostly run by inept nobles who mostly quake under the scrutinizing glare from the religious neighbours to the north and the condescending stares from the dwarves in the south. Situated between Vakosta’s Landing and Ijzserport.

Ijzserport - A city state founded on a mono-dwarf community. Highly efficient, wealthy, but with a lack of interest inland, preferring cultural exchanges across the Silent Sea. Rumoured to actually be larger than just one city - the madness!

Crunsasce - The City of Muses. A wealthy city just south of Ijzserport. Known for its carefree population, expertise with beauty and hanging gardens, wine and cheese production and the total absence of Providence. And the fact that Ijzserport has it’s back, meaning most people do well enough to leave it alone. **Loui du Pont** hails from this city.