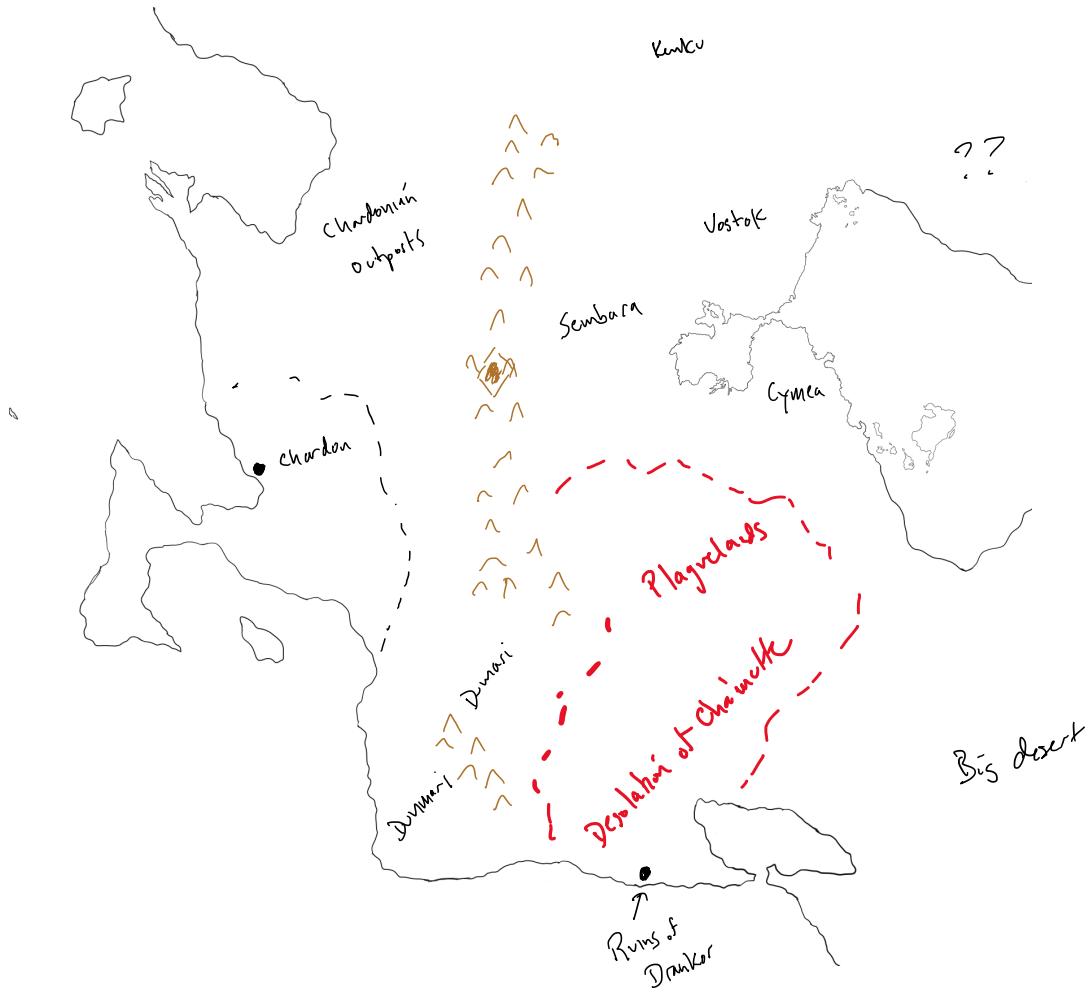


Player Overview

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Basic Geography

The main area of the known world stretches from the western coastline (dominated by the Chardonian Empire) to the Green Sea to the east, to the barren northern tundra, to wastelands around Drankor to the south. The largest human settlements are found around Chardon in west and around Sembara and the Green Sea in the east, separated from each other by the central mountains and the wastelands of Cha'mutte and the Drankorian plain. To the south and east lie windswept deserts and foreign civilizations.



The Westlands

Includes the area west of the central mountains, including the Dunmari territory, the Chardonian empire, and the area to the north of Chardon.

Chardonian Empire

West of the mountains, the Chardonian Empire is the major human civilization. Chardon itself was already a large city before the Blood Wars and the battles against Cha'mutte, and as it emerged relatively unscathed from those times was well positioned to grow greatly in influence. From a small city state, a large empire has grown, stretching to the remnants of the Dunmari borders to the east and expanding to the north and towards the mountains.

While scattered small settlements and kingdoms survived in the north, many were decimated during the Blood Wars, and since then Chardon has managed to establish itself as the protectorate and mercantile ruler of many of these outposts.

Chardon itself is now a massive city and the center of magic and learning in the West. It is one of the few places that remembers the history of Drankor and the magical heights of that empire, and many in Chardon aspire to be seen as the true heir to the Drankorians.

Dunmari

The Dunmari are of a distinct lineage, coming from the south after the fall of Drankor, hundreds of years before the Great War against Cha'mutte, and establishing themselves in the fertile plains between the mountains and the sea, north and west of the former center of the Drankorian empire. Strong, independent warriors, skilled crafters, horselords, and traders, the Dunmari were a crucial trading link between the east and the west, building a rich kingdom. This all changed after the fall of Cha'mutte. Many, many Dunmari were killed in the wars, and during the Blood Years suffered terribly, largely becoming a wandering, homeless population of refugees eking out a living on the fringes of Chardon.

In the past several generations, the population has grown and recovered somewhat, as they have expanded into the new fertile lands near the sea, while also persisting as traditional pastoralists in the dry scrublands.

The Wild North

The land far north of Chardon was originally settled by Northlanders well before the Drankorian expansion. During the height of the Drankorian empire these people were pushed to the margins of society, and remained that way during the thriving patchwork of small kingdoms and city states that grew up during the post-Drankorian period. Now, however, the land far north of Chardon is covered in ruins, largely abandoned. What people remain are largely the descendants of original Northlanders, building new kingdoms in the rubble, mixed with the descendants of the few survivors of the Blood Wars.

The Green Sea Area

The large sea surrounded by land to the east is called many things, but often referred to as the Green Sea because especially in the western end it is known for large plankton blooms leading the sea to often be green. In some places it is simply known as the Sea, or the Inner Sea, or the Encircled Sea.

Sembara

The largest and most prosperous kingdom (at least according to them) in the east, Sembara is an old and traditional kingdom between the mountains and the sea. One of the few kingdoms in the east to survive the Blood Years largely intact, Sembara is a hereditary monarchy with a large nobility and considerable prowess at arms. Sembara invests significantly in defensive fortifications on the western (mountain) and southern borders, known as the Wild Marches. These areas are under threat from hobgoblins, aberrations, and other incursions from the Plaguelands, and the defense of these borders is a major concern for the ruling class.

While most of Sembara is culturally descended from the mixing of Drankorians with the local population, in some areas the pre-Drankorian culture survives, at least in part. Notably, the highlands and foothills of the mountains were never fully integrated into the Drankorian Empire, nor were the lowlands that now make the Kingdom of Tyrwingha (formally, Sembaran is actually the joint crown of the Kingdoms of Sembara and Tyrwingha).

The Free City of Tollen

A bustling port on the river that forms the border between Sembara and Vostok, the Free City of Tollen is technically claimed by Sembara, but is governed independently from the crown as a free city. It is a haven for merchants, traders, intellectuals, mages, and scholars, and is known for its university as well as its reputation as a trading port. Sailors from Tollen ply the Green Sea, bringing back goods from near neighbors as well as the far East. Tollen has cultural ties to the island states to the east in the Green Sea, and is notable as a mixing place.

Vostok, Skaegenland, and Cymea

To the north and east, the cold high plateaus of Vostok and the Skaer Islands are settled largely by the descendants of people who were influenced, but never assimilated into the Drankorian Empire. While various kingdoms and settlements have come and gone, and much of this area was heavily affected by the Blood Wars, culturally this area has remained stable for hundreds of years. To the north of Vostok, the largest population of Kenku live, settling on cliffs and other high places on the large open steppe.

The Cymean peninsula, to the east of Sembaran, is rich, fertile land of small city states and independent kingdoms, related by alliances and trade. This area was the center of the Drankorian Empire in the east, and the Cymean culture still remembers this connection.