

## Descriptions of Places (three kingdoms)

### The Kingdom of Caynnor

Caynnor is a confederate monarchy that has been ruled by a member of House Harper since it was founded by the first Sovereign Reginald Harper following the collapse of the Red Empire. Towns and cities within the Kingdom govern themselves by royal permission and contribute to the Crown in Amador for the good of the Kingdom as a whole. In return, the Crown protects its citizens, redistributes food as necessary and supplies funds for constructions projects. The current Sovereign, Alderin Harper, is universally loved by his people, and rules with the aid of the Council of Caynnor. The Kingdom is home to around 135,000 people in total.

### **Amador**

*75,000 people.*

Amador is one of the oldest cities in the Commonwealth, having fallen and been rebuilt numerous times over the ages. Other than Deepstone, it is the oldest human homestead in Caldyrri and was the capital of Amadora and then the Red Empire during the Years of Shadow before Caynnor was founded. The central portion of the city is protected by strong stone walls and is called the Bastion, requiring approval by the Council of Caynnor to enter. In general, this is restricted to members of the nobility, prominent merchant families and religious officials, though the Bastion is open to the common folk for two days every month during Open Court, or during public holidays and celebration.

Within the Bastion is the Marble Palace, Whitestone Tower, the Atheneum and Reliquary, and the Peace Garden, though the Peace Garden borders the walls and has a public section on the other side. Sovereign Alderin Harper lives and rules from the Marble Palace, a large structure built from mild off-white marble and stone, the front of which is almost entirely covered in vines.

The Council of Caynnor consists of the Sovereign and six Lords and Ladies of the Kingdom. Lord Chamberlin Robert Hopf oversees the running of the city, Lady Arcanist Vivian Vermont is the Council wizard who lives and works in Whitestone Tower, Lord Keeper Artemis Maxwell runs the Atheneum and Reliquary where sensitive documents and artefacts are stored, Lady Defender Elizabeth Rix commands the Stag Guard, Warden Asher Greenfingers organises the Wanderers and Lord Justice Steward Julian Croft is the senior cleric of Rao who runs the Peace Garden and is Alderin's closest friend.

Amador is a coastal city sitting at the edge of the fertile Ibis Estuary and the Caynnan Gulf overlooking Pointer's Cry. There is no sea port to speak of, as Caynnor does not support a large navy, with the harbour instead serving a large fleet of fishing ships. The estuary itself is a place of natural beauty, home to diverse wildlife including the Amadorian Ibis.

### The Marble Palace

The Marble Palace is the seat of the Crown in Amador, and the power centre of the Kingdom of Caynnor. Within the grey walls of the Bastion, the Marble Palace is more of a grand house when compared to the Summer and Autumn Palaces of Palommer, but is

impressive in its own right. Built entirely from cream marble and set within a gated garden of olive trees with a large fountain in front of the white columns either side of the entryway, the palace acts as both the royal residence and the centre of government. It is the home of Sovereign Alderin Harper, his wife Marisha and two children Charlie and Anne-Marie, as well as their servants and Lord Chamberlin Robert Hopf. Royal Audiences are held in the throne room, as are meetings of the Council of Caynnor.

### Whitestone Tower

Whitestone Tower is a tall wizard's tower built from shiny white jasper, with silver window frames enclosing mauve glass windows. The pointed roof is made from purple slate with a sparkling gemstone set at the top that flickers as though with lilac firelight. Reaching out from the top of the tower is a curving platform that ends with a rounded deck, no bigger than 10 to 15 feet in diameter. The tower is the home of Lady Arcanist Vivian Vermont, a member of the Council of Caynnor and a powerful abjurer in her own right. Her tower is a heavily warded artefact of arcane power with minimal sentience. In ascending order, she has a welcome lounge, kitchen and dining space, her personal quarters, an arcane library, an enchanting and alchemy chamber, a telescope and vault at the top that open onto the deck where she has her permanent teleportation circle and sigils for summoning.

### The Atheneum and Reliquary

The Athenium and Reliquary is an almost castle-like structure of brown stone with large windows barred with black iron rods and a round domed chamber in its centre. It was originally built by Noble Lady Odessa Sanguine of Amadora as her home, and now acts as both Amador's main library, record and artefact collection, treasury and the city's teleportation circle, all overseen by Lord Keeper Artemis Maxwell. The teleportation circle is situated beneath the large dome, with permanent teleportation sigils around the outside and the Scribe of Passage Archibald Wicket seated in the centre. Unfortunately, there are mystic remnants of the darkness of the Red Empire hidden within these walls: necromantic suits of armour, currently inactive, line the hallways awaiting the return of the spiritual heir of the Noble House of Sanguine.

### The Peace Garden

The Peace Garden is the largest temple to Rao, God of Peace and Reason, in Caldyrri, patron God to the Kingdom of Caynnor. It consists of a large sheltered garden surrounded by high walls that back onto the walls of the Bastion, with multiple stepped terraces connected by walkways. The lowest level of the terrace is on the outer side of the Bastion wall and is a public garden and place of worship. The upper levels form this section of the wall itself, with the second level acting as the home of Lord Justice Julian Croft and other clerics of Rao. This leads up to the Sky Garden, the holiest place for followers of Rao. In its centre is a simple shed with a featureless wooden door that appears unlocked but cannot be opened. Within this shed is the artefact known as the Serene Staff or Crook of Rao, which appears like an ordinary shepherd's crook unless wielded by someone with peace in their heart, when it returns to its original form, as it appeared to Reginald Harper before he killed Markus Sanguine.

### The Colonnade

Laurent's and Blacksmith Kiera's can both be found in the inner district as part of The Colonnade, Amador's trading centre. A marble statue of Reginal Harper riding a stag sits at its centre, wielding the Crook of Rao. Here, high quality goods and services can be purchased. Wealthy travellers can seek refuge at Portico House, an inn backed onto a large open courtyard with comfortable rooms. Portico House is run by Marigold Whethers, a kindly middle aged woman whose family has owned the business for generations.

The rest of Amador is roughly split into the inner and outer city. Travellers can stay at the Old Pebble Inn in the inner city or The Rattle and Fork in the outer city. The Rattle and Fork is in fact a front for the Guild in Amador, with patrons unwittingly ingesting venom alongside their drinks should they have crossed the spymasters below.

## **Burr**

*16,000 people.*

Burr is a medium sized town on the borders of the Burrwood, overlooking a large lake with the Puritan Fort at its centre on an island. The town is built largely of wood, and this is its main export from the Burrwood mill along the banks of the river. Since the Burrwood is a large wood, the mill is largely able to cut down as many trees as the Kingdom needs, in part due to the magics of the faerie dragons that live in the woods. As long as the people of Burr respect and leave offerings to the faerie dragons, young saplings continue to spring up and grow faster than trees usually do.

The town is essentially ruled by the Witch-Hunters from the fort at the order of the Sovereign, though by and large both the common folk and the Hunters keep themselves to themselves. It used to be ruled by Lady Eliza Buckwell from Belleview Manor before Alderin gave over powers to Eldrad the Seer in the Fort, and the two of them have been in a standoff of sorts ever since. Unable to go against the will of her Sovereign, Lady Buckwell continues to ensure that her people are left alone by the Hunters, relying on the affection of her people and the size of the town to protect her and keep Eldrad at bay. This seems to have worked thus far.

The Puritan Fort has a stone wall that extends out to include a lake wall that covers its harbour. It houses a barracks for the Witch Hunters, a large circular keep where Eldrad the Seer resides and numerous layers of dungeon chambers that extend beneath the rocky outcrops of the island.

Weary travellers wanting somewhere to stay in Burr can choose from The Faerie Dragon or find cheaper rooms at the the Old Mill House which was converted into a public house when the mill was expanded further down the river.

## **Ren**

*2,000 people.*

The small town of Ren borders the Elderwood and Galiweth Dominion, and is now a mutual town shared between the Dominion and Caynnor.

## **Mudbridge**

*Around 30 people.*

Mudbridge is a small village on the edge of the Borderlands. As such, it has historically been plagued by raids. In recent times as the Witch Hunters have gained power, Mudbridge has no longer been defended by the Crown and has fallen to ruin. To the north of Mudbridge is the Burrwood, and to the south is another forest, Sargoth's Chase, where the long dead great sorcerer Sargoth built his tower. Beyond Sargoth's Chase are the scattered Backwoods that surround a few small fountains housing a lake which is the source of the river. Here the old sorcerer Regarth has built his humble abode from which he looks after the Backwoods. After a fight with the Witch Hunters, Regarth was mortally wounded. Unable to get back to his hut, he has survived for days due to the aid of local wild animals, but his blood has tainted the lake that feeds the river turning the water bad.

### **Greenfields**

*12,000 people.*

Greenfields is a city within the fertile farmland that surrounds Amador that disperses out into the fields via a weave of roads and dirt tracks that lead to smaller and smaller villages. It is essentially a district of farmers. Ramphas keep, home to Lord Humphrey Kilburn, ensures that the law of the land is obeyed across Greenfields and along the River Run. Broken Spire keep used to act as a barrier between the wilderness and the fertile heart of the Kingdom of Caynnor but was recently taken over by a group of marauding orcs.

### **Brennus Gate**

*21,000 people.*

Brennus Gate is the second largest city in Caynnor and sits on the west coast of Caldyrri, acting as a trade centre with Draconia, the Reinhard and the Greater Sways. It is run by Lord Manfred Brennus with the aid of his personal wizard Ivan Hadlee, and is surrounded by high white stone walls with large stylised gates, particularly the gate that marks as the main entrance to the city, accessible only via the land bridge that appears and disappears with the tide. Brennus Gate also has an active branch of the Guild who are, strangely, on relatively good terms with the rulership of the city, practically running the docks.

### **Throgmorton**

*2,000 people.*

Throgmorton is a small town on the edge of the Salt Marsh under the gaze of the castle on Dagger's Tip, where the night hag Dread Raz Knucklebones resides. On the edge of the Salt Marsh, it has never been a particularly nice place to live, but the vicinity of Rotten Ethel Greenteeth in the marsh has made matters that much worse. The houses are generally squat and built from stone rather than wood to prevent rot, with pastures away from the marsh, fishing (crabs and mussels) towards the Crescent and weaving from the dried grasses of the marsh throughout.

## The Republic of Palommer

Palommer is a merchant republic. At the death of the Archduke, the Counts, Viscounts and Barons get together and vote on the next figurehead ruler to rule on their behalf; Counts, Viscounts and Barons are collectively known as the Electorate. The Archduke is largely loved by the middle class because he invests heavily in enterprise, cultural monuments and luxuries. In reality, the Golden Court rules, ensuring that the Gilded Vault remains full and the gold keeps flowing. Palommer was originally formed from the southern city states that had been over taken by the Red Empire, and many of the original Noble Houses of Amadora moved into Palommer. Palommer essentially trades in three commodities: gold, wine and silks, as well as information. Unsurprisingly, the lower classes are poor indeed, but the promise of riches keeps people in line. The Kingdom is home to around 105,000 people in total.

### **North and South Gabriola**

*38,000 people in Tent City, 12,000 people in North Gabriola and 6,000 in South Gabriola.*

Gabriola is the capital of Palommer, also known as the Twin City since it is split into two halves on either side of the Shimmering Bay. These halves are joined by three bridges along the River de Pallais and the Gabriola Palisade that stretches from the Summer Palace in South Gabriola across the Shimmering Bay into North Gabriola. The Summer Palace is a tall citadel built from yellow stone with arching windows, golden domes and elegant spires, home to Archduke Percival del Castillo III.

The Palisade and Palace are protected by the Rose Militant (elite), overseen by Viscountess Petori from the Rose Militant Garrison, as are Chateau Capetta, Chateau de Strozzi and Chateau von Richter. Chateau Cartier in North Gabriola is only lightly protected. The Grande Pavilion, a theatre and centre for the arts, is also nearing completion along the banks of the Shimmering Bay overlooking the sea.

The Cothon, Gabriola's inland harbour, straddles the Shimmering Bay on both sides and contains all three of the bridges. This allows the Honorary Recruits (city guard) on the payroll of Viscountess Petori to control movement within the city and charge for passage. Admiral Dupont lives in the Admiralty House in North Gabriola, next to the Feitoria which is a customs house and the Rathaus which is a courthouse.

Also in South Gabriola is the Scarlet Exchequer of Sanguine Financial Services. Palommer maintains a small navy, but the majority of ships are trading vessels, and the Gabriola Palisade is well defended with mangonels. In the centre of the Palisade on a 50 by 50ft black and gold marble plinth is the Golden Lady and Titan of Gabriola, still in construction: a 100ft tall gold statue of Waukeen, Goddess of trade, and the patron God of Palommer, with two golden lions at her feet. Her clerics act as envoys on trade expeditions.

North Gabriola is a residential district where the rest of Gabriola's middle-class lives. The Artisan Bazaar sits outside the Cothon and sells all sorts of exotic goods and services. Away from the bay and further down the river, just outside of the city walls, is Tent City where the lower classes live. At the centre of Tent City is the Windings market, the only place where the opiate red lyrium is sold en mass.

Along the winding riverbanks of the River de Pallais, a way west of Gabriola, are the Mulberry Trails. These massive farms grow mulberry tree saplings to feed silk worms so that the silk can be harvested from the cocoons, processed, woven and sold. This work is overseen from Tafetta House.

## **Sheriden**

*18,000 people.*

Sheridan is a city in the hills north of Gabriola, surrounded by vineyards and other plantations, including cotton and tea. Due to the construction of the Hammam – a giant aqueduct providing fresh water from the mountains – these vineyards are expansive, now forming what are known as the claret terraces. The Hammam also houses numerous public baths, as well supplying water to public gardens and the Autumn Palace. This palace is essentially a giant castle at the top of the Hammam, built of the same soft brown stone.

## **Paladino (Garbuckle and Hasberg)**

*26,000 people.*

Paladino is the source of much of Palommer's valuable mineral resources, as well as its entrepreneurial spirit. The Trove Mine and Mint is a gold and stone mine largely run by dwarves and gnomes attracted to the mine by the promise of wealth and sponsorship from the Gilded Vault. There are other mines throughout the Goldstone Hills, but the Trove Mine is famous for its prosperity. In particular, connected at the base of the mine via a series of secret tunnels is the hill gnome town of Garbuckle where some of the less adventurous gnomes that don't want to live in Paladino with other races reside.

As well as the Trove Mine and Mint, Paladino is also home to Hasberg: a centre of innovation, design and tinkering right in the middle of the city. Here, wealthy sponsors and the Gilded Vault fund the research and development of new technologies and tools, many of which are even funded at the bequest of the Archduke himself. On the face of it, Hasberg is ostensibly welcoming, bringing together bright minds from across Caldyrri, but beneath the surface is the ruthless and often exploitative agenda of the Gilded Vault who take over sponsorship and custody of all inventions and inventors for their own gain. Headmistress Wilomina Sparkkettle is oblivious to this, in part due to the manipulations of Executive Sebastian Matios who oversees the funding of Hasberg and is in the pocket of the Gilded Vault.

The Iron Ingress is a restricted area within Hasberg where tinkerers who refuse the orders of the Executive are 'relocated' to better continue with their work. Torture is a common tool for ensuring obedience, and disappearances, while uncommon, have been known to occur. Little attention has been drawn to this as the disappearances are cleverly attributed to the dangerous nature of tinkering. In fact, after one tinkerer managed to escape the clutches of the Gilded Bank with the aid of the gnomes of Garbuckle, the Iron Ingress began covertly rounding up surface gnomes after a failed attempt at locating the gnome town, and torturing them for information.

## **Robello**

*7,000 people.*

Robello is a smallish town at the bottom of the Mulberry Trails, and home to the Asturias: a giant bridge across the River de Pallais, with much of Robello actually extending up onto the bridge itself. Dead Archdukes are ferried down the River de Pallais to Robello, where their bodies are brought up into burial vaults inside the bridge.

## The Kingdom of Fryderhelm

Fryderhelm is a theocracy. Queen Dima Uminet commands her forces from Deepstone with the help of her retinue, and they protect the Kingdom, though she is informally answerable to the other religious leaders and high priests of the city, most notably the East Wind Aelar, high priest of Bahamut. The Queen is chosen by Ilmater, God of endurance, but much of the Kingdom's affairs are seen to by the various High Priests of its numerous deities, making Deepstone the religious centre of Caldyrri. This highly religious and martial culture is driven largely by necessity, due to the ongoing war against the orcs demonic incursions and the cities historical involvement with interplanar and divine entities. As such, magic is strongly regulated or forbidden altogether and seen as both an affront to the gods and a danger to the people. The Kingdom is home to around 70,000 people.

### **Deepstone**

*50,000 people.*

Deepstone is as much a temple and a fortress as it is a city. Entirely enclosed by the famous Deepstone Palisade, the city is built up the side of Mount Lore and otherwise surrounded by the shadowy Timberwilde where strange and ancient creatures lurk. The tireless City Defenders stand watch around the clock with large black ballistae at the ready in case of an assault of any kind against the Palisade. Meanwhile, Queen Dima Uminet, Chosen of Ilmater, rules from the imposing grey towers of the Bastille whose ramparts are decorated with the telling shafts of ever-ready trebuchets. A truly impenetrable city, Deepstone has stood firm against a seemingly endless war.

As a religious centre, Deepstone has large temples devoted to each of the Deities of Civilization, each with a High Priest or Priestess who oversees much of the city's affairs. Ilmater, God of Endurance, is the most revered deity in the Kingdom and as his Chosen, Queen Dima, is also his High Priest, his Church part of the Bastille. Other important deities in Deepstone are Bahamut God of Justice, Chauntea Goddess of Agriculture, Kord God of Athletics, Pelor God of Healing and Rao God of Peace. The Other Powers also have much smaller presences in the city, though followers of Mystra Goddess of Magic are frowned upon and The Mad Old God is almost entirely forgotten and does not have a temple there.

Beneath Deepstone are the Pillars of Creation, a powerful ancient monument to Ilmater created long ago by an unknown people before Deepstone was founded. It consists of five humungous stone pillars where the middle pillar has cracked and fallen, holding up the sky into which are carved terrors from other planes (representing the Divine Gate.) A giant stone avatar of Ilmater stands in place of the broken pillar, one arm reaching up to hold back the sky and his other fist clenched in front of his face as he hunches over it. Upon crying out to Ilmater to take away an evil artefact, his fist opens and lowers, revealing deep scars and terrible burns. If the artefact is placed in his hand, he goes back to his previous position. Queen Dima rediscovered the hidden chamber after fighting single handed through an orc stronghold that was holding children as slaves. She nearly died in the process, and has terrible scars on her back as a result causing her to fall into sudden fits of pain. It was her endurance that convinced Ilmater to reveal the Pillars to her.



Deepstone is also home to secretive Hunter's Guild, a front for the Hermitage of the Raven Queen, Goddess of Death. Here, contracts are placed on rare monster parts and the hunters go out and retrieve the parts. Access to the guild is regulated by a strict initiation where initiates are provided with a supervisor from the guild and have to complete a contract in the required time. Since most attempts at lichdom, vampirism or other forms of immortality require rare ingredients, the contracts are an excellent tool for tracking these people down. The guild's administrator is a halfling Lindon Underbough, husband to the Huntress who is actually in charge. In reality, the Huntress is the tiefling Lector Deybadir.

### **Tor (Sparking Grounds)**

*15,000 people.*

The Sparking Grounds are the main source of Kryderhelm's wealth. A maze of razor sharp jutting rocks and sudden cliffs, the stone here is riddled with veins of a pale amber-like crystal called ambrosia that can be infused into metal or worked into stone as a decoration. Ambrosia is particularly receptive to enchantment, making it a highly sought after arcane resource and is part of why magic is regulated in Fryderhelm. Mining ambrosia is both expensive and dangerous, since the Sparking Grounds are filled with behir and lightning storms are common. This is rumoured to be because of an ancient blue dragon, though unconfirmed. Workers in the Sparking Grounds tend to form encampments that are easier to defend and then work on specific outcrops of rock before moving on.

The town of Torr borders the Sparking Grounds, and is the only place in Caldyrri where ambrosia can be refined and treated so that it can then be shipped out and sold to be melted and added to steel for enchanted weapons. The process is a closely guarded secret, for raw ambrosia crystal has so far proved to be impervious to heat. The town of Tor itself is spread across the top three outcrops, joined together by strong rope bridges. There is a temple of Kord God of storms, Gond God of craft, Garl Glittergold the gnome God of Trickery and Wiles and of course a Church of Ilmater. Tor is also home to the friendly stone giant Beric the Bumbling who works in the Sparking Grounds.

### **Gabersford and Eastberg Redoubt**

*1,000 people in Gabersford, 3,000 people in Eastberg Redoubt.*

Gabersford is a small city in Fryderhelm that has been overrun by orcs and retaken on numerous occasions. It no longer has any civilian populace other than those who choose to stay to fight with the Fryderhelm army and has become the main battleground between the orcs and the Kingdom, though it used to be Fryderhelm's agricultural centre. Since the war has almost become a war of attrition, the city is heavily trapped with pits, collapsing roofs and bear traps as well as a spiked barricade, archery towers and heavy ballistae.

To bolster defence and make it easier to reinforce, as well as setting a strong retreat point, Eastberg Redoubt was build a day away to defend the mountain pass of Eastberg. This makes it difficult for the orcs to push past Gabersford or hold it for an extended period of time, but it won't be long before the people of Fryderhelm start to starve.

### **Labrynthine (Ark of Abannon)**

Labrynthine is a long-ruined metropolis that extends underground for an unknown distance. It predates the Godswar and its original purpose has been lost to time. It was in fact the necropolis of the Boehethiah on the Prime Material Plane in one of their numerous incarnations and is now desecrated ground to Graz'zt the Prince of Shadows. By Graz'zt's machinations, demonic forces are able to enter the Prime Material Plane via the Ark of Abannon and plague Fryderhelm, ensuring that followers of the Lawful Gods are distracted.

The Ark of Abannon lies deep within Labrynthine and is an ancient skyship that was blown by energies from the Far Realm, from the Border Ethereal into the Deep Ethereal and on to the Astral Plane where it was eventually petrified, before slowly reforming underground. It is likely the reason why Labrynthine was built in the first place, with a still active gate which Graz'zt has twisted to serve as a connection to Azzagrat in The Triple Realm of the Abyss where he rules. It is here that Boehethiah will attempt to break back into the Prime Materium and assert herself as a new Primordial God.

## Draconia

Draconia has an authoritarian hierarchy currently divided in a long running civil war. Empress Korinn Drachendarrion rules in the Athribis in the Upper Cinderwild as the incumbent ruler of Draconia as recognised by the other powers in Caldyrri, at war with General Heskan Tymanther in Selucia in the Lower Cinderwild. The civil war started when Empress Korinn named a gold dragon as an advisor called Verdana. Many dragonborn's hatred of dragons extends from the chromatic dragons to the metallic dragons, and the resulting civil unrest was severe. Eventually, General Tymanther and others left for Selucia and declared that Korinn and any who stayed with her were traitors to the dragonborn people. To outsiders, the civil war appears a petty and frivolous affair, but nothing could be further from the truth as the loyalists (Drachendarrion dynasty) and the purists (anti-dragon sentiment) wage war. The culture of the dragonborn is prideful and competitive, with each leader seeking to outdo the other leader, and each city seeking to outdo the other city, with acts of war often including competitions and acts of single combat. For example, the most recent 'act of war' was General Tymanther's purchase of a pack of hulking whelps to rival Empress Korinn's temple dogs. The Upper Cinderwild is typically more progressive than the Lower Cinderwild. They are more accepting of religious belief and more likely to be Drachendarrion loyalists rather than Tymanthan Loyalists. In the very north of the Cinderwild, though still a part of Draconia, are the Seven Wandering Clans: highly religious clans which embraced the draconic pantheons during their enslavement. They are careful to ensure breeding remains within the clans, and as a result each clan is predominantly one colour. Draconia is home to around 75,000 dragonborn in total.

### **Athribis**

*25,000 dragonborn.*

The Athribis is the capital of the dragonborn nation of Draconia. The city itself does not have a name; rather, the Athribis is the name of the gorge in which the city resides. The depth of the gorge reduces the amount of time that the city is in full sunlight, with much of the city beneath a rocky overhang. It also provides an ingenious source of water. The construction of qanats, a series of well-like vertical shafts, are cut into the sides of the gorge and connected by gently sloping tunnels. This efficiently delivers large amounts of subterranean water to the city without the need for pumping, irrigating the basin for farming. The qanats start below the foothills of the Charcoal Mountains where the water table is closest to the surface, sloping gently downwards and extending for a long distance until they eventually converge with the steep slope of the Athribis.

The Athribis can only be accessed via two entry points, one along a well-guarded natural valley that heads away from the centre of the gorge and the other up a steep and winding road that snakes up the side of the gorge known as the causeway. Part way along the causeway on a plateau that overlooks the terraces below is the Alcazar, or the Red Palace of Draconia. Here the Cinder Queen, Empress Korinn Drachendarrion, lives and rules over the Upper Cinderwild with the aid of her Administrator, Balasar Orphidia, who chairs the Athribis Hierarchy, formed from the leaders of the various noble houses. Korinn is also guided by Verdana, a gold dragon who spends all of her time in human form. She is

there to heal the damage caused by the enslavement of the dragonborn people by the chromatic dragons, with the unintended consequence of plunging Draconia into a civil war. Since Empress Drachendarrion is attempting to be more progressive, there are scattered individuals of other races that call the Athribis home which are largely tolerated by the city's inhabitants. The elite Manticore Knights defend the Athribis, having trained generations of manticore from birth to tame their otherwise evil nature.

## **Selucia**

*30,000 dragonborn.*

Selucia is the largest city in Draconia, an amalgamation of stonework and architecture from across the ages. The Great Library of Selucia is the oldest large structure in the city, built sometime after the Godswar, and holds the combined historical knowledge of the dragonborn people with the rarest texts extending into their slavery under the dragons. The Great Library is run by the dragonborn curator Garen Praltair, and its librarians remain apolitical regarding the civil war.

General Heskan Tymanther took Selucia from the Drachendarrion dynasty by force some 25 years ago, routing the loyalist forces with relative ease and taking most of Draconia's army with him, barring the elite Manticore Knights who stayed in Athribis. The new ruling powers conduct their business in the Ziggurat, a remarkable terraced compound built almost entirely from smoky green sand-glass. The city itself is built beside an oasis and spice groves, and is enclosed by tall sandstone walls. Members of other races are viewed with suspicion or outright hatred.

## **Tel Shimshara (burial grounds)**

*A few hundred dragonborn.*

Tel Shimshara, meaning burial grounds in old draconic, refers to a mausoleum temple complex above ground where Draconian nobility are buried. Beneath the mausoleum are expansive catacombs that have long been sealed off to the living due to the presence of powerful undead: the Lords of the Long Night. Since the dragonborn are a largely agnostic people, their approach to dealing with their dead is largely informed by both practicality and fear of the undead. Thus only members of the Sect of the Long Night, or Duskmantles, are allowed to handle dead bodies which are immediately transported to Tel Shimshara where the bodies are burned by duskfire, a strange pale fire that only the Duskmantles understand. Since both the purists and the loyalists observe the same customs regarding the dead, Tel Shimshara is a neutral zone in the civil war.

Recently the Duskmantles have stopped collecting the dead and those sent to Tel Shimshara haven't returned. Unknown to the powers of Draconia, this is due to the return of the Lords of the Long Night, whom the Sect of the Long Night are named after. The Lords were accidentally released from beneath Tel Shimshara by the Duskmantles and are slowly regaining their power so that they may continue to reclaim the Cinderwild. Undercovering and dealing with this threat is likely to become the next competition between Empress Drachendarrion and General Tymanther.

## **Ruins of Ezekiel**

*A couple of dragonborn.*

Ezekiel was a medium sized dragonborn town that was destroyed by the dragons when they took over the Cinderwild and enslaved its people. It is now home to the blue dragon Qumborros the Ferocious Storm who has no interest in interacting with any other creatures, sitting below the sands for many years at a time before ambushing prey if it feels the need to. Qumborros has a collection of flesh golems which serve it and hundreds of kobold followers which worship it.

### **Ruins of Ishirri**

*A few hundred dragonborn.*

Ishirri used to be the dragonborn capital city before it was practically razed to the ground by the dragons, leaving behind the planes of ash.

### **Flood Plains of Eli Gab**

*8,000 dragonborn.*

The Flood Plains of Eli Gab, following the River Eli down from the ruins of Ishirri, are the largest fertile region within the Cinderwild desert. The plains are largely devoted to growing jangunn trees, the rounded desert tree covered in tough grass like growths. These trees can be tapped to get jangunn sap, a thick syrupy substance that forms a nutritious gum. Across Eli Gab, the dragonborn also grow corn farms to make chin, a type of flatbread, as well as fields of sunflowers, watermelons and heavy grapes. They also grow sorghum to use as grain for livestock.

Eli Gab has remained largely independent of the civil war, supplying food to both the Upper and Lower Cinderwild. This is largely because Eli Gab is seen as another precious natural resource that should be protected by its own rights, and attempting to take it by military force would likely result in the complete denunciation of anyone who tried. The people living in Eli Gab however, are generally speaking Drachendarrion loyalists.

### **Wazik and the Clay Pan**

*10,000 dragonborn.*

Wazik refers to a large waterfall in the far north of the Upper Cinderwild with three tributary rivers that stem from northern mountains of The Great Serpent. The waterfall, depending on the season and rainfall that year, falls into a large pool from which the river runs into the Cinderwild. In hot years, the river might have almost entirely run dry while in wetter years, Wazik runs all the way to the Clay Pan. The Clay Pan is a semi-dried up lake bed revealing a unique form of clay that can be worked to form incredibly tough ceramics, even strong enough to be used as armour plating.

The plateau around Wazik is home to the Seven Wandering Clans: dragonborn who choose to live away from the busier cities of Draconia and instead depend more heavily on a coexistence with the natural order. They ensure careful breeding within the clans, so each clan is predominantly one colour, either gold, silver, blue, white, bronze, red or green. During the enslavement of the dragonborn people, the ancestors of the Wandering Clans turned to the draconic pantheon for assistance, and now all of them revere the

teachings of Bahamut the Platinum Dragon. The clans survive by working closely together despite their differences, with one of the clan leaders being chosen via trial by combat to lead the seven clans. This is seen a great honour and responsibility, as the trial is viewed as Bahamut revealing who his chosen to lead is. Typically, the position clan leader is passed down within the family, with the young required to go out into the world and return having completed some great deed for Bahamut.

### **Gern**

*2,000 dragonborn and a few thousand humans.*

While not actually a part of Draconia, the small town of Gern is so close to the Cinderwild on the banks of one of the tributaries to Wazik that it might as well be. It is effectively a permanent trading post between the other kingdoms in Caldyrri and Draconia.

## The Galiweth Dominion

The Elderwood is the largest forest in all of Caldyrri, barring the Timberwilde. Its trees have beautifully rose-tinted bark growing more prominent the deeper into the Elderwood you go, and define the borders of the Galiweth Dominion, largely comprised of wood elves, with smaller proportions of high elves and half elves. The wood elves of the Galiweth Dominion are suspicious of all other races and peoples, including their high elf kin, largely out of necessity and experience. It was humanity after all who tortured and murdered a wood elf diplomat, razed the town of Ren and cursed Daegorn. As for the high elves, the wood elves know not to trust their proud and unstable brethren. Thus the Galiweth Dominion guards the borders of the Elderwood fiercely, never really seen but always present, and the human kingdoms know not to stray into the Elderwood without permission, invitation or even better a wood elf guide. The Dominion is ruled from the citadel of Galiweth by Seeker Quarion Nailo, the only wood elf to have a title after being elected by the Dominion. Since allowing the other races of the Emerald Enclave to reside beside the Emerald Pools, the xenophobic political movement known as the Garrthore started during the wars against the Noble House of Sanguine has grown and actively seeks to kill any who aren't elves in the Elderwood. The Galiweth Dominion is home to around 45,000 wood elves and others, including the Emerald Enclave.

### **Galiweth**

*18,000 wood elves spread throughout the Elderwood, 15,000 wood elves in Galiweth.*

Galiweth citadel, emerald pools, the moontree temple (Sehanine Moonbow), Ede, Crynn and the Vault of Heaven

### **Singorn**

*4,000 wood elves.*

Singorn, meaning New Growth in Elvish, is the most recent elven citadel to be grown directly from the rose-tinted trees of the Elderwood, began before the Wintertide and completed sometime during the Age of Expansion.

### **Daegorn**

*3,000 wood elves.*

Daegorn, literally meaning Old Growth in Elvish, is the fabled base of the Garrthore: a somewhat fanatical political sect seeking to rid the Elderwood of alien influence. Garrthore is an Elvish word that loosely translates to unadulterated or taintless though its full nuance includes both pure blood as well as directly insulting other races as dirty. They believe that the other humanoid races are foolish, selfish and greedy and wish to overthrow the elves from their ancestral homes. In particular, they have never forgiven humans for felling trees from the Elderwood during the Years of Shadow. They conduct sudden and rapid raids against aliens within the Elderwood and have even snuck into the Emerald Enclave in the past to kill its human members.

The Garrthore were given Daegorn as their home by Seeker Delphine Arwena during the First Interval when the humans and elves negotiated peace as part of an attempt to placate

members of the Dominion who wanted the war to continue. Daegorn, like Singorn, was grown directly from the forest but fell prey to some kind of arcane blight, the origin of which is kept secret lest it attract support to the Garrthore: Noble Lord Markus Sanguine used the hand and eye of Vecna on Daegorn during the Years of Shadow. To protect the rest of the Elderwood, the city was purged and its location made a secret so that now only Seeker Quarion knows where the Garrthore are based. Thus Daegorn is a somewhat sinister abandoned citadel of dead and grey dwellings, many of which remain untouched since the initial evacuation. The Garrthore function like a paramilitary organisation under the direction of Asuum, who is actually Asuum Nailo, the estranged brother of Seeker Quarion Nailo.

Fort Arabella

**Quessir**

*6,000 wood elves.*



## The Aethelwaeld

The Aethelwaeld is an area of the Prime Material Plane filled with Fey and Shadow Crossings as the Feywild and Shadowfell merge with the Material Plane; indeed, Aethelwaeld is an Elvish corruption of the phrase ‘the land of thin aethers’ in Sylvan. Whether it is this otherworldly interference that has made the high elves as powerful as they are, or whether they themselves drew the planes to them is a mystery. Queen Keyleth Amryn, Lady of Turquoise and Gold, rules over the Aethelwaeld from Ortheiad, the City of Stars in the Night. She is as much a child of the Feywild and Shadowfell as she is of the Material Plane, both unnaturally graceful and unnervingly severe, and is fearsomely protective over her domain. Powerful magics hide the Aethelwaeld from view and protect it from scrying, and even descriptions of its whereabouts are rumoured to be cursed to prevent others from seeking it out, all overseen by Keyleth’s mate, the Archmage Clairvoyant Caemfhar Larenthen.

### **Ortheiad**

*15,000 high elves.*

Azure Paladins, Gossamer Sanctuary (church of Corellon)

### **Ayeth Lenora**

*5,000 high elves.*

## The Reinhard

### **Fort Drumfire**

*16,000 people spread across the Reinhard, 8,000 people in Fort Drumfire.*

Quarrel Keep

### **Broken Pastures**

*10,000 people spread across the Broken Pastures.*

the grazing range GOATS

### **Delving Pass**

*Less than 1,000 people.*

Boulderstone, Bedrock hollow

## Cragstone Ridge

Cragstone Ridge is a mountainous pass with ice covered peaks and deep crevices that plunge into the earth. It is here that the mountain dwarves have delved deep, building mines and fortresses that barely emerge above the rocky ridges. The greatest of these dwellings is Kragzfold, a complete underground city within Mount Cyris itself, the tallest mountain in Caldyrri, ruled by the great mining family of House Strakeln. From here the mountain dwarves organise their delving, mining and manufacturing, bringing processed ore and precious metals from across the Ridge to be crafted into fine weapons, armour and metalwork. The current elder of House Strakeln is Overseer Dain Strakeln who rules over much of the Ridge by proxy. Beyond Kragzfold, partially buried along the mountain pass is the Ridgehold, a fortress city of filled vaults where gemstones are carved. And somewhere, though only the Overseer and his closest allies know exactly where, is The Deeping Shaft: the deepest mine shaft that delves all the way into the Underdark, and is the main source of House Strakeln's fabled wealth. Access to the top of the Shaft, which is already deep within the Ridge, is only by an incredible series of rails, or with special permission via a teleportation circle in Strakeln House itself. Cragstone is home to an estimated 34,000 dwarves, and others, in total.

### **Kragzfold**

*24,000 people.*

Kragzfold is an immense city within Mount Graystone, craved into a mountain within a volcanic bubble within the mountain. This rock formation, known as Kragzfold, is formed from a deep grey-blue stone, riddled with silver and turquoise, and it took hundreds of years and the aid of the Gods before the construction of the Divine Gate for the dwarves to carve their city into it. Much of it has fallen into disuse in the Coeval day, with vast towns now left to dust, so that only the bottom layers, surrounding buildings and most open plan spaces are still occupied.

Overseer Dain Strakeln manages the affairs of the mines from Strakeln House, and funds the Common Force who maintain law and order in the city. He is a colossally busy and powerful dwarf, maintaining the city, protecting the realm, managing the mines and overseeing the trade of dwarvish goods, so has little time for what he considers to be 'lesser affairs', or the 'politics of the alien'.

Deeper into Kragzfold is one of the few remaining temples of Ao, the Overgod, left in Caldyrri. While dwarves tend to worship Gond, Kelemvor or Kord, there remains a sect dedicated to remembering the Overgod, believing that he will return and reward them. They are known as the Children of Yearning, and some have access to benign necrotic clerical magic. The temple itself is simply an expanse of columns that fade into shadow, giant statues and an inexplicable breeze.

### **The Ridgehold**

*8,000 people.*

The Ridgehold is the gemstone centre of Cragstone, ruled by Life Cleric Ovrík of Gond, and is also home to diamond reserves of regeneration. These are closely regulated.

## The Deeping Shaft

*2,000 people.*

The Deeping Shaft is the biggest mining shaft in Cragstone, so big that it has become a dwelling in its own right, and extends all the way into the Underdark. Access to the top of the Deeping Shaft known as Ring Town is via a complex series of rails, and takes three days from Kragzfvold or a little over a week from the Ridgehold, though delays due to construction are frequent. Rapid access via teleportation is only by direct permission from the Overseer himself, using his own personal teleportation circle. Ring Town surrounds the opening to the main shaft which is six miles in diameter, approaching twenty miles in circumference.

Communication up and down the shaft to Ring Town occurs by a network of bells and gongs, hence the name. The top tier of the shaft branches out into numerous mines that follow the Wandering Ore-Grain. The second tier is a mixture of largely collapsed mines and pockets of precious gems, and the third tier, known as the Slag Pile, is essentially a rubbish dump in a giant cavern. At the bottom of the shaft is the Mithril Reef, an incredible natural formation of pure mithril where all of the rock has been weathered away as though by water, leaving only a reef-like structure of the mithril ore. Beyond this is the Underdark, with the end of the dwarves' exploration being Flint Lake: a giant lake with flint beeches and sunken tombs.

Standing stones

Apadana (audience hall)

Obelisk