

Cities

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Bacre

Founding Date 489

Type Large town

Population 2,000,000

Owner/Ruler Rune

Owning Organization Prathia

Characters in Location Rune

Demographics

The only noticeable difference between Bacre Keep and the other capitals and towns is the significant presence of Korhoma. Thanks to Lord Rune, it is a place many Korhoma feel safe and seen.

Government

Bacre City is ruled by Rune, a Korhoma, who has been ruling the town for hundreds of years without opposition.

Defences

Despite its smaller size, Bacre City's defensible location, and tall walls make it more than formidable. In addition to this, every able bodied citizen within the walls is taught basic combat techniques and is provided a weapon. Due to this, Bacre City is also incredibly strict about weapon possession and while openly carrying your weapons is allowed, drawing a weapon within the walls, for any reason, can be a severely punished offence.

Industry & Trade

Bacre City's main export is fish. Fishermen sell their catches to merchants in the city who then travel Ovenica's coast to sell their product. Due to their location, and some very well worded treaties with the Selkie people, Bacre City has a very large portion of the ocean to use for fishing. Within the city itself there are other small necessary shops that you would expect to find, however much of the retail and warehouse space is reserved for fishing boats and packing centres.

Infrastructure

Bacre City is built on a large rock in a small bay that encompasses the castle and those within. The Keep is inaccessible from land and must be approached by water. The walls are high and thick and, to avoid corrosion, have been coated in a crude cement like mixture to keep them safe from erosion. This product needs to be applied about every five years however, so Bacre City is constantly making more supply.

Guilds and Factions

The Fish Monger's Union keeps a careful eye on fishing regulations within the city. They keep track of which boats are allowed to be out on the water, and which parts of the ocean are being over fished and need to be left alone for a while. Since fishing is the lifeblood of the keep, the Union has a significant amount of control within the town.

History

Bacre City was the last Capital to be built (originally called Bacre Keep). Its construction was originally a point of contention due to its location. The other holds worried that Ustrana was preparing for a fight, and they weren't entirely wrong. Much of the border skirmishes after The First War are generally attributed to Ustrana and many people within the other holds still keep strong grudges towards anyone from Bacre City.

In recent years Rune joined forces with Prathia to become one country, once again souring it and its people in the eyes of the rest of Ovenica.

Stonehill

Type City

Population 250,000

Owning Organization Cuswar

Since the dissolution of the Order of the Silver Mind, the monastery has been lost. The dome remains, but exploration inside discovered nothing more than a dusty and unkempt area with little more than straw to cover the dirt ground.

Government

Stonehill was built around a monastery. While the town does have a Lord, he acts more as a liaison between the monks and the people. Now that the Order of the Silver Mind is gone, the town's Mayor presides over the city with a group of city councilors.

Defences

Stonehill's original wall remains standing though the city has spread outside of it and everything within the wall is considered to be the city's main downtown area.

Industry & Trade

The soil around Stonehill keep is incredibly fertile due to the latent magic of the swamp. Additionally the swamp is a great source of bog iron, again due to the latent magic in the swamp the Bog Iron is incredibly potent and holds enchantments better than simple steel.

Infrastructure

Stonehill's big draw is the monastery the town was built around. It is a large stone dome in the centre of town. The only people allowed inside are the monks. Even though the Order is gone, the dome is still a fairly big draw for tourists, though the entrance was sealed long ago.

Assets

The Monks are known to collect artifacts, though they never allow them to be shown. The artifact collection was lost along with the order and it is assumed by many that they are gone forever.

History

Originally, only the monastery stood here. Years ago, when the word of The Prophet was only just starting to spread across Ovenica, the monks decided they needed to solidify their claim to their land and the surrounding area. They began offering people sanctuary and the right to farm the lands around them. When the Children of the Prophet came calling the monks were able to secure their land as a province, which still remains today. It is the only province without a dedicated temple to any of the deities in its capital.

After the War for Stonehill the Order of the Silver Mind had fallen apart and the town began ruling itself without the aid of the monks.

Architecture

Stonehill has a very thrown together look. The people that came here to settle came from all over and brought culture with them (and continue to). Stonehill is now one of the smaller settlements in Ovenica but it does continue to grow, slowly but surely.

Geography

Stonehill sits in the middle of the swamp, and is only an hour or so from the Allanora Sea.

Undercity

Founding Date 890

Founders The Tunnel King

Alternative Name(s) The Layers

Type Large city

Population 3,000,000

Inhabitant Demonym Tunnelers

Location under Kurleigh

Owner/Ruler The Tunnel King

Owning Organization The Tunnel Kings

Demographics

Undercity has an incredibly diverse group of people living in The Layers. It has become a true melting pot and you're as likely to run into any of the more "monstrous" peoples as those more human.

Government

Undercity has mostly collapsed into Anarchy. The Tunnel King sits at the top of this chaos and attempts to maintain control as best they can but it is a tentative hold at best. The Tunnel Kings are no longer simple smugglers, thieves, and thugs. They work tirelessly to provide the best possible existence for the people in Undercity.

Infrastructure

Undercity managed to garner great disdain from Kurleigh thanks to its attempts at independence, and because of this has no access to any major lanes to the outside world that they might normally gain access to through Kurleigh. Because of this, whole stretches of the underground have been converted into mushroom farms, and lakes where the citizens grow and harvest fish, shrimp, and any other aquatic life that can grow down there. Undercity connects each of its layers using tunnels, ladders, bridges, elevators, and all other manner of available transportation.

History

Getting into Undercity is easy, but getting out is virtually impossible, especially for people born there. In addition, the technology of the over world can be hard to come by down here, but bits and pieces still manage to find their way. Since they were cut off, Undercity has become rife with gangs patrolling the levels, hunting monsters and people alike. The Tunnel King attempts to maintain order over the small group of people who live clustered together, protecting each other from both gangs and monsters.

Coldshore Cliff

Type Town

Population 1026

Characters in Location Norvin Whistle

Coldshore Cliff is a coastal town far to the Northeast of Ovenica, mainly inhabited by Selkie and the recently arrived Dragonborn. The townspeople follow many of the Selkie traditions and, as such, rarely do trade with coin. Instead they prefer to barter using the resources available to them. Primarily they export fine leathers from and furs from tundra beasts such as the Bergo as well as the scales of large fish and other sea monsters. From time to time, exceptionally bored or eccentric Nobles will make the trek north for an "exotic hunting experience in the rough northern climate".

Demographics

Coldshore Cliff's population is mainly Selkie and Dragonborn. Firbolgs, Goliaths and Minotaur are also not an uncommon sight but the town is almost devoid of members of other races with only one or two who live there permanently.

Government

The harsh reality of such a remote location is that the leader of such a town must be strong and prove they are personally willing to defend the town against both harsh monsters and harsher weather. Because of this leadership is proven through a series of tasks usually involving physical (non-lethal) combat and a hunt in which the single hunter must bring back a strong beast as fast as possible. These two challenges determine strength, cunning, and luck; all of which are needed to be the leader of a town this far north. Originally a Selkie tradition, it has long since been extended to anyone willing to take over as leader. No one has challenged the current leader, Norvin Whistle, in several years.

Defences

Coldshore Cliff has no wall built around the town and relies on its guards to mount a defense in the case of an attack. However, the town is built near a tall cliff overlooking the ocean and as such only has to truly worry about defending one side of the town.

History

During the first war much of the Dragonborn population fled the bloodshed for a safe home away from the squabbles of Nobles. When they finally came upon the town many had perished during the journey. The Selkie people who had established the town took them in and taught them how to live in the harsh winter. Over time Coldshore Cliff began to grow in size as people from all over

learned it was a place for those who may not feel they fit in anywhere else.

Tourism

Certain Nobles have been known to take trips up to Coldshore Cliff in order to enjoy "roughing it in the wilderness" and "exotic hunts".

Architecture

The town's buildings are still built using traditional Selkie methods. It is composed of small to large hide tents, and small wooden houses with thatched roofs surrounding one large longhouse made of wood which is used as a primary gathering place for the town.

Geography

Coldshore Cliff is built on a small patch of the northern cliffs of Ovenica, some of which stretch as tall as 350ft above the sea. Forests dot the land around the town but past them is flat tundra. Like much of the rest of their hold, Coldshore Cliff is shrouded in nearly perpetual snowfall.

Natural Resources

The Oak and Spruce trees which grow near the town are farmed and cut down for their lumber. The beasts of the tundra supply the town with meats, furs and hides, and the ocean is teeming with all kinds of life that is regularly used as part of the denizens diet. The monstrous creatures that dwell in the ocean also provide the town with scales, meat, and bones (which are sometimes used in construction) if one can be located. In recent years a small vein of iron was discovered and the town is carefully mining it for ore.