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# Black Fog Timberland

**Type** Forest, Temperate (Seasonal)

**Owning Organization** Prathia

## Geography

Black Fog Timberland stretches over six hundred kilometers end to end. It has multiple small rivers that run down into the forest from the mountains filling ponds and streams and even one small lake. It is nestled snugly between the ocean and the Vontos Mountains.

## Localized Phenomena

Black Fog Timberland is covered in a persistent fog layer that fluctuates between thin and thick but never really goes away.

## Fauna & Flora

Normal animals and plants live within Black Fog Timberland but other beings also exist in the deepest sections of the forest. Unique creatures not found anywhere else in Ovenica, and twisted creatures who lost their way in the woods and became something else.

## Natural Resources

Even though the trees cannot be cut down, they can still fall from natural means. Whether due to a storm or after a tree's death, the wood from the tree can be used to make equipment that is easier to enchant and carries a more potent enchantment. With the proper tools and technique it can even be crafted into armour as strong as steel.

Ossetia is currently the forerunner on the market for Black Fog wood. The forest is dangerous but they have spent a long time training scouts to maneuver the tumultuous land looking for fallen trees. Ossetia also has two of the only craftspeople who know how to make the wood into armour.

## History

Black Fog Timberland is under a magical enchantment, though no one knows its origin. The trees of the forest cannot be cut down by any known means. Axes are blunted on their trunks, they are impossible to uproot, and any magic short of a wish spell has no effect. Many people believe that the forest is properly haunted, with some even believing that the forest itself is sentient. These

beliefs are mostly passed off as superstition and rumor.

# The Halls of Hudrinn

**Type** Cathedral / Great temple

Hudrinn is an ancient rune, no longer used, meaning Dream. The Korhoma named the place so due to their belief that their siblings, who sit unmoving in the chambers below the surface, are in a state of sleep.

## Purpose / Function

Though the design is religious, the original purpose of the Halls appears to be the creation of the Korhoma. Thousands of chambers going deep within the earth are filled with the empty shells of Korhoma, waiting to be awoken.

## Alterations

Though it is now inhabited by some of the Korhoma who have recently awoken, no adjustments have been made to the original structure. The Korhoma do not require a place to eat, or sleep and simply use the structure as it was found.

## Architecture

The high ceilings and curving, twisting corridors are unlike any seen within Ovenica.

# The Library of Serenity

**Founding Date** Unknown

**Alternative Names** The Forgotten Library

**Type** Library

Thick, spiked towers protruded all over this magnificent building and are connected by reinforced, vast walls made of what appears to be obsidian.

Tall windows are scattered generously across the walls in a seemingly random pattern. Huge statues of heroes and kings decorate the bridge outside, memories of glories of the past.

The Library has clearly stood the test of time, the rocks of the walls are aged and vines and plants grow inside the cracks, but this castle will last for ages to come.

Above the cracked but functional wooden doors is written "The Library of Serenity" and underneath it something else in a foreign language.

## Purpose / Function

The Library was originally a castle owned by some ancient lord that time forgot. Since then it has become a place that people go to find information long thought lost.

## Alterations

When the castle was taken by the Library's current owner, it was filled with knowledge of all kinds. Books, manuscripts, stone tablets, and ancient art fill every nook and cranny of the building. Still, those that enter the library and come out alive often are able to find what they were looking for.

## Architecture

The walls and other stonework of the castle appear to be made of obsidian, but they are harder than granite.

# The Shattered Lands

## Geography

The Shattered Lands are a mix of flat open areas of dry rock and sand split by high reaching mountains and sickeningly deep crevasses threatening to suck anything down into them. It is bordered by the Allnora Sea on its West, and the ocean on its East. One lake exists on the southern end of the mountains but its waters are black and oily. The rocks and dirt seem burned and charred, and the sand is coarse and even sharp in some places.

## Ecosystem

No plants grow within The Shattered Lands. The few creatures that call this place home live off of each other, or the small species of fungus that can be found underground, or at the edges of the mountains.

## History

The Shattered Lands are a visual representation of what scholars believe the rest of the world looks like: empty and charred. It is a reminder of the cost of the gods war and the shattering of the planet. For hundreds of years the land was unlivable, but at the beginning of the 7th century it was discovered that the land was slowly healing itself. Once there was enough room, a large group of people migrated to the land and built a life for themselves, eventually they built Redmont and claimed their place as one of the Holds.

Around the turn of the current century however a troubling discovery was made. The constant growth of living things had slowed. The entire Hold frantically began expanding their efforts of helping the land but to no avail. Shortly after the ruling of Redmont Fort fell to Thaulai, it was discovered that growth had not only stopped completely, but was slowly starting to reverse its effects. Now the residents of the Hold are working furiously to discover the cause and, while some solutions have been brought forward, not one has properly made any significant change. In 1051 AGW, Redmont is a booming town as people from all over Oenica flood to seek the riches that potentially lie within the Shattered Lands. The Shattered Lands have mostly cleared up but are still vastly unexplored and are seeing a "gold rush" from people looking to find adventure.

# The Silver Islands

**Type** Archipelago

## Geography

The Silver Islands is a small archipelago made up of eight individual Islands. The Islands have no other names and are individually discussed as "A Silver Island." The largest of the eight islands is the location of an active volcano, within which lies the divinely formed cavern that the Angels of Iron claim runs deep under the earth.

## Fauna & Flora

While the islands are mostly inhabited by birds, they are also home to a surprisingly intelligent, unique species of fox. The Sacrant Fox looks very similar to the Swift Fox with the exception that Sacrant Foxes have wings. Without any terrestrial predators, Sacrant Foxes often walk right up to visitors to the island and some even have favorites that they will come back to over and over again.

## Tourism

While setting foot on the largest island is strictly forbidden, even to members of the Angels of Iron, The second largest island is used once a year to perform a ceremony that commemorates the journey of The Prophet and The Seraph. While the ceremony itself is exclusive to priests, the common folk are encouraged to make the trip at least once and see the holy site for themselves.

# The Three Moons of Ovenica

Ovenica has three moons in its sky.

Thymos rests closest to Ovenica and appears largest in the sky. Its cycle is 13 days long. Thymos is thought by many to be directly connected to the Faewild and Elves as a whole. Faewild Anchors are believed to be most powerful during the time when Thymos is full.

Cabris rests some distance away from Ovenica and appears about half the size of Thymos. It takes 27 days to complete a cycle. Cabris is generally considered to be connected to Lycanthropes, and other creatures that rely on the moon. Interestingly the other moons have no impact on Lycanthropes.

Ebris sits tiny in the sky and rests furthest from Ovenica. It takes 54 days to complete its cycle. Ebris is believed by The Angels of Iron and Children of Divinity to be home to the only gateway to the realm in which the gods live. They believed it was placed there so that the gods could always watch their creation.

# Trees of Sanctuary

Trees of Sanctuary are large tree-like plants made up of several different kinds of flora. These “trees” can stretch between one and two hundred meters into the air. Their lower canopy is built of thick branches supported by heavy, twisting vines, with some canopies measuring nearly a kilometer in diameter.

The trees are well known to be the main source of the magic that has caused the overgrowth, or at least a hub for it. They are semi-sentient, due to their over-saturation of magic, and actively aid in helping those living in and around them. The Mother's Shepherds take excellent care of the tree they live in, and many druids both of and separate from the Mother's Shepherds worship the trees, considering them holy beings.

Trees of Sanctuary are made from the plants that surround them. This has resulted in a few spectacular versions such as the Giant Mushroom Tree of Sanctuary within Kurleigh as well as several Kelp and Seagrass Trees underwater. There even exists one Coral Tree of Sanctuary. Though many argue that it's not a true Tree due to Corals being animals, it still functions as any other tree and is used similarly.