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# Capitals

Capitals

# Harwood Citadel

**Founding Date** 200 AGW

**Type** Large city

**Population** 3,000,000

**Owner/Ruler** The Angels of Iron

**Owning Organization** Prathia

## Industry & Trade

The people of Harwood are mainly miners, loggers, and fishermen. The biggest exports from Harwood are salt and lumber.

## Guilds and Factions

The Graysong Trader's Guild has it's headquarters in Harwood. The Bonehawk Mercenaries also maintain a small presence here.

## History

Harwood Citadel was the first castle built in Ovenica, and Prathia Hold is widely considered to have been the oldest of the Holds, if only by a few years. Recently, The Angels of Iron declared Prathia a Theocracy and it's own country, after absorbing Ustrana as well.

## Geography

Harwood Citadel sits at the mouth of a freshwater river that empties into the sea. A forest to the north, and fertile farmland to the east. Mountains frame the western horizon.

## Natural Resources

Salt in the western Vontos Mountains and in the eastern Brimraine Mountains. The Harwood (for which the Citadel is named) provides lumber and game. Deep Bay, to the south, is filled with fish and other sea life.

# Kurleigh

**Founding Date** 280

**Type** Large city

**Population** 8,000,000

**Included Locations** Undercity

**Owner/Ruler** Catherine Fouquet

**Owning Organization** Cuswar

Kurleigh (once Kurleigh Castle) is the capital city of Cuswar Province. For the longest time it was the only Dwarven Fortress left over from the Dwarven empire that still had a population. Overtime people continued to settle in Kurleigh because of its secure location and growing population. The city is populated by more than eight million people. Easily the most diverse city within Ovenica, and that's saying something. Nearly anything can be found in Kurleigh, if you have the money for it, and if you don't have the money there are an endless stream of jobs that need doing.

Kurleigh continues to be known for having the best armor smiths in Ovenica but has also become the hub for the creation of airships and most of the work is related to their production. In addition, Kurleigh has a large group of mages constantly working to pump out cheap, quality of life magic items. The biggest resource available to the people of Kurleigh are the many ore veins connected to the lowest levels of the city. Unfortunately, since The Tunnel King attempted to create a sovereign state, the lower levels (starting at around level 12) are pure chaos. Monsters from deep beneath the earth wander the levels in droves. People left over from The Tunnel Kings reign, who were not allowed into Kurleigh during the split, also wander in roving bands of marauders, preying on the weak. It is also believed that The Tunnel King themselves still lives somewhere in the lower levels, but no one has seen them in a very long time. Because of this danger, mining operations can last up to several months and are given heavy escorts. These missions generally travel in All Terrain Explorer Vehicles in order to traverse the rugged underground environments.

Due to its location underneath a mountain, and in the centre of a mountain range, Kurleigh lacks access to a way to grow large quantities of food. Because of this they need to import most of the food that can be found within the city. This is a very expensive process, but with the money pouring in from making airships and other large vehicles it hasn't become an issue. Yet.

## Demographics

Kurleigh Castle has a healthy mix of all races. Due to it's incredible size it quickly became a melting pot for all peoples.

## Government

Kurleigh is ruled by a council of citizens representing different aspects of the city:

Merchants

Infrastructure

Military

Education

Engineering

Magic

External Relations

The Council lives within the Council buildings and are paid through the peoples taxes. They require a majority vote to pass laws. Laws are usually brought to the attention of the Council only after they have already been heavily edited and reviewed. While some discussion happens during council meetings, the majority are very boring as the council merely gives their approval of the process to get the request in front of them.

## Defences

Aside from it's location, and being built deep into the mountain, Kurleigh Castle boasts dwarven architecture specifically designed to keep enemies out. Deep chasms crossed by thin bridges, high caverns with ancient scaffolding to always get the high ground on an invading enemy, and even the ability to seal off sections of the city before flooding them with water.

## Industry & Trade

Kurleigh Castle supplies much needed ores (both raw and refined) to the rest of Ovenica. The dwarven mines went deep and they left a lot behind. Additionally most of the nations gemstones come from Kurleigh Castle and there are many people within the city who work in the gem trade as either miners, appraisers, or gemcutters.

On top of the ores and gems, Kurleigh Castle makes good use of the ancient dwarven forges. Most have stood the test of time and the dwarves who live within the city use them to make some of the finest metal work in all of Ovenica.

## Assets

Kurleigh Castle itself is an asset. The ancient dwarven buildings provide sanctuary, housing, and industry like no other Ovenican capital.

## Guilds and Factions

The Silverbeards are the most well known guild of jewelers in Kurleigh Castle. They are an elite group and only accept the best of the best. However due to their extreme selective process their guild is small, consisting of only around a dozen members at any time.

The Grayshade guild is the largest guild of jewelers in Kurleigh Castle. Most who wish to make a living join the Grayshade guild in one of many roles. Grayshade jewelry is sold all over Ovenica.

The Felguard are the most prolific bladesmiths in Kurleigh Castle.

## History

Most Dwarves know the power of Kurleigh Castle. Much of the ancient history has been lost but one story has been passed through the generations. Before the world shattered the ancient dwarves had an empire that covered the continent. They lived prosperously and wanted for little until an enemy came from the south, across the sea. The enemy is not described but it put an end to the dwarven empire. By the time the dwarves were able to rally themselves to mount a proper defense of their land Kurleigh Castle was the last stronghold. An army larger than any before it or since stood at the base of the mountain and threw themselves against the gates of Kurleigh Castle for seven long years. On the final day of the seventh year the moon passed over the sun and coated the world in darkness. Seeing this as a boon the dark army attacked with all their might, but when the shadow had passed the army had vanished. Legend says the fallen dwarven gods granted Kurleigh Castle a boon as reward for their persistence unwillingness to bend beneath an oppressor.

Some scholars believe the story is nothing more than a legend and that the ancient dwarves used their advantage in darkness to wipe out their enemy. Regardless the tale bolsters the spirits of many dwarves, and others, who live within the walls of Kurleigh Castle.

On August 1st, 1051, the death of the Seraph and the Mother sent ripples through the world. Kurleigh felt these ripples the hardest. Vertim failed, suddenly in some cases, and airships literally began falling from the sky. One crashing directly into Kurleigh's largest prison. The city was evacuated, but millions of lives were lost in the ensuing chaos. The streets turned into anarchy as three high profile criminals had escaped; Vythserix (An adult blue dragon), Kaelix (An undead Mindflayer known as as Illithilich) and Iskara (a deadly assassin). Iskara escaped the city shortly after the evacuation. Vythserix (and her previously unknown mate) were both destroyed by the adventuring party known as the Guardians of the Lost. Kaelix was also killed by the Guardians, but not before he was able to raise a horde of undead several million strong to wander the city, effectively making it impossible to reenter without significant time and effort.

## Architecture

Kurleigh Castle is an ancient dwarven structure. Many of the buildings are carved directly from the stone, others are built with seams so thin you would think they were non existent.

## Geography

Kurleigh Castle is built into the side of the Hadstone Mountains. A river runs through the town, fed by a lake at the top of a mountain. The river is used to power the ancient forges, as well as flood the city as a last minute defensive action. In recent years massive roots have grown down through

the ceiling of the mountain, which Mother's Shepherds have used to fortify the city, building bridges and additional levels. Throughout the city glowing mushrooms have become commonplace.

## Natural Resources

Silver, Gold, Iron, and Copper are most common within the ancient dwarven mines. Rubies, emeralds, opals, and diamonds are also fairly easy to find in the mines.

# Redmont

**Founding Date** 754

**Type** Large City

**Population** 2,000,000

**Owning Organization** Evosos

## Demographics

Redmont Fort has a majority population made up of Goliaths, Half-Elves, and Humans, with a minority population of Halflings, Tieflings, Half-Orcs, and Selkie, as well as a few folk of other race here and there amid the population.

## Government

Redmont Fort is run in a very militaristic operation. Thaulai oversaw major events and decisions while giving responsibilities to appointed individuals beneath her. Since the Resurgence corporations and guilds have overtaken the city, rendering local government little more than a small voice among many.

## History

Redmont Fort was originally built as a small town on the border of The Shattered Lands . It was noticed, a few years before, that blackened edge of The Shattered Lands would retreat slowly overtime as nature began to retake the land. There was a short migration of peoples who decided they wanted to live apart from the other holds and travelled across the Allanora Sea to settle the small patch of green. Since then, the careful cultivation of land has allowed nature to flourish.

With much of the Shattered Lands healing, many people who consider themselves a brave adventurer have traveled to Redmont Fort in the hope of finding riches beyond belief buried deep in the many caves and forgotten tombs of the area. The "gold" rush has made the town very wealthy. There are several business keeping adventurers well stocked. Insurance is a big thing in Redmont Fort. You can pay various sums of gold to be given magic items that alert the company when you're in distress and they'll come rescue you. Some companies will even offer taxi services to known safe(ish) locations so you don't have to trek across the entire land to get where you're going.

# Geography

The land around Redmont For is predominantly wide swaths of long grass, reaching ten or even fifteen feet into the air in some places. Around the edge of The Shattered Lands a forest has grown in the last hundred years as well.

# Cities

# Bacre

**Founding Date** 489

**Type** Large town

**Population** 2,000,000

**Owner/Ruler** Rune

**Owning Organization** Prathia

**Characters in Location** Rune

## Demographics

The only noiticable 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 overfished 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.

# Countries

# Cuswar

**Type** Geopolitical, Country

**Capital** Kurleigh

**Head of State** Catherine Fouquet

**Government System** Democracy, Representative

**Power Structure** Provisional government

**Economic System** Market economy

**Official State Religion** Children of Divinity

**Official Languages** Dwarn, Karth, Universal Sign Language - USL

**Controlled Territories** Basin, Fort Basin of Mirefield, Kurleigh, Palesteel Academy, Pondwood, Stonehill

**Neighboring Nations** Prathia, Ustrana

**Notable Members** Catherine Fouquet, Torren Mountainbreaker

Since the war for Stonehill, Cuswar has absorbed the lands that were once part of Gravewood. Gravewood province was ruled by the Calder family in Stonehill Keep before the dissolution of the Order of the Silver Mind after the war for Stonehill.

Countries

# Evosos

**Founding Date**

754

**Type** Geopolitical, Country

**Capital** Redmont

**Demonym** Evosa

**Government System** Democracy, Parliamentary

**Official Languages**

- Afe
- Dwarn
- Karth
- Prathian
- Universal Sign Language - USL
- Ustran

When it became obvious that Prathia and Cuswar were becoming more aggressive, Evosos declared itself it's own country, laying down borders and claiming shipping lanes.

# Prathia

**Type** Geopolitical, Country

**Capital** Harwood

**Head of State** Unknown (Previously Seren Douglas)

**Government System** Monarchy, Theocratic

**Power Structure** Semi-autonomous area

**Economic System** Market economy

**Official State Religion** Angels of Iron

**Official Languages**

- Prathain Sign Language - PSL
- Prathian

**Controlled Territories**

- Bacre City
- Black Fog Timberland
- Daemon Keep
- Duskview
- Harwood Citadel
- Mosshall
- Ossetia

**Neighboring Nations**

- Cuswar
- Gravewood
- Ustrana

**Notable Members**

- Manoa Douglas
- Rune

## Structure

Prathia Hold is ruled by The Divine Chosen who lives in Harwood. The Divine Chosen is expected to maintain order in their hold, pass laws, collect taxes, and ensure the safety of their citizens. The smaller hamlets throughout the hold are expected to uphold the laws of The Divine Chosen or face the wrath of the Priests.

Countries

# Ustrana

**Type** Geopolitical, Province

**Demonym** Ustrans

**Government System** Theocracy

**Power Structure** Semi-autonomous area

**Economic System** Market economy

**Neighboring Nations**

- Cuswar
- Prathia

Ustrana is no longer considered an official hold, however the people of Coldshore Cliff still consider the land around them as Ustrana, though the country is only partially recognized by Cuswar.

Other

Other

# 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 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.

Other

# 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.

Other

# 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 Allanora 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 Ovenica 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.

Other

# 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.

Other

# The Three Moons of Ovenica

Ovenica has three moons in its sky.

Thymos rests closest to Ovenica and appears largest in the sky. It's 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 take 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.

# Towns and Villages

# Alnwick

Alnwick is a man-made island built with stone and held upright on the water using magic. Originally quite a small creation, it has since been expanded and is now a sizeable town of near five hundred permanent residents.

Alnwick functions as a city state with the Governor in charge of settling disputes within the borders, an Ambassador who deals with diplomatic relations between countries and other settlements, and a Minister who deals with the merchants directly.

Thick walls around the outside of the port protect ships from harsh storms. In the event of an attack, a large metal net can be drawn across the main entrance, as well as the entrance to the overnight docks in order to prevent trespass.

As a trade hub, Alnwick relies solely on merchants purchasing time in one of their twenty storefronts in order to sell their goods. There are also a few spaces for rent where temporary stalls can be set up outside. Additionally Alnwick runs a full time inn and tavern with rooms on either side of the marketplace. They also occasionally build ships, but having a ship built by the Selkies is an expensive process.

Alnwick was built by the Selkie people in conjunction with the people of Ovenica. Along with fostering good relations between the various peoples, it also provides a stopover for ships sailing to and from Redmond Fort.

The stonework of Alnwick, and buildings within, use a mixture of Ovenican styles (elven dwarven, and modern human) and Selkie styles to create a truly unique looking settlement.