

ELOS

The illustrious continent of Elos, the largest of the 3 main continents on Ithilion, and a commercial hub for the entire planet. All manner of races, creatures and plants thrive on Elos, as well as the Underdark taking a hold on the underground of the continent. The birthplace of Embers and the graveyard of Empires, Elos holds many secrets awaiting to be discovered.

ALDARIN

The luscious homeland of the Aldarian Humans, Aldarin is one of the most stable and economically minded countries throughout Elos. Despite the constant warring with Jykstrav to the north and invasions from the Orcs of Menderin to the east, the Aldarians have managed to keep a stable hold on their land, controlling a sizable chunk of the southern continent. With peace having been established between Jykstrav and Aldarin for 10 years, the country has managed to flourish the past decade, setting new trends in fashion, commerce and architecture. Elos was supposedly the homeland to the Vilorians, a long lost race of humans of which all modern day humans had descended from. Recent uncoverings by researchers within Aldarin have predicted that the fall of the Vilorians was due to some magical cataclysm that occurred around 12,000 years ago, roughly around the time that The Dusk Shroud enveloped the land - though little is known about the Vilorians or their downfall.

The capital of Aldarin is Deveros, situated on the south eastern coast of the country and sporting one of the largest harbours on Ithilion. With ores and gems from the Crackdown mountains, pearls and fresh fish from the Gilded Ocean to the south and lumber from both the Tanglewood and Little Forest - Deveros has much to offer in the ways of trade, with the citizens enjoying large availability of jobs amongst the mercantile guilds. Deveros is home to the two military cores of Aldarin, The Golden Griffons and TADAC (The Arcane Defence of Aldarin Council). These are led by Ex-Primus Kyren Baradin and Ex-Primus Alistair Korvo. The griffon battalions are said to be able to reach any point within Aldarin in under a day when guided by TADAC, often working together to manipulate weather conditions and organise patrols along the borders of the country. Aside from Lysander Handerin, Archon of Northwatch, Kyren and Alistair are the only two other Aldarian citizens to achieve a Tier 0 Ember. Other notable Tier 1 Ember owners are Ver Silorn, Headmaster of High Rock Academy and Prince Loxis of Deveros.

DEVEROS

The whitewashed, golden capital of Aldarin.

Nation: Aldarin

Alignment: CG

Government: High Queen Iliandra III of Aldarin (Monarchy)

Size: Metropolis

Population: 54,800

Aldarin is ruled by the Deveros family, after which the city was named. High Queen Iliandra III of Aldarin is the current ruling monarch, though, in her old age it is expected for Prince Loxis to soon take over, becoming High King Loxis IV of Aldarin. The Queen rules with a favourable mind, accepting those of other races, nationalities and worldviews into her country - as long as they are not to cause trouble - which has brought about the current Golden Age for Aldarin.

It is here in Deveros that one of The World Anchors exist, heavily guarded by both The Gold Griffons and TADAC. These World Anchors were created to block and heavily limit planar travel to and from the material plane, stopping any unwanted visitors from any of the other planes. These were created in The Age of Disparity not 300 years ago to stop the warring of the other planes causing disaster upon the material plane.

JYKSTRAV

The Jyrden Humans of Jykstrav are ruled by an oligarchy of noble families bearing the title "Ver", called The Gathering of Many. There are around 500 Jyrden with the title of "Ver" and although it is usually passed down amongst the noble families, the title is sometimes obtainable by those who prove themselves worthy of standing on The Gathering of Many. This could be anything from a large contribution of money to leading an army against the enemies of Jykstrav to bringing a large amount of trade to the country. The Gathering of Many is based within the capital city of Val'dyrak in the centre of Jykstrav, though many of its members reside outside of the city due to the highly militaristic and drab nature of the architecture there. This usually means that only one third of the council is ever in the city to vote upon matters at any time, meaning that laws can change weekly. Due to this erratic nature, Jykstrav has fallen upon economic hardship thanks to trade restrictions being lifted and removed with frequency, and are now supposedly looking back to their roots of war and invasion to fuel their economy farther.

VAL'DYRAK

The open, militarised city of the Jyrden.

Nation: Jykstrav

Alignment: LN

Government: The Gathering of Many (Oligarchy)

Size: Large City

Population: 34,900

A side-sect of Jykstrav is Jordveil Isle, home to the Skaldblood Jyrden. These Jyrden are found to have more innate magic compared to their cousins on the mainland, with a more curious nature and outgoing sense, the Vers of this island were the ones to act as diplomats in the negotiations between Aldarin and Jykstrav in the peace treaty. The Skaldblood consider themselves a pseudo-independent state from Jykstrav, with their own capital city called Yrddenheim. Thanks to the extraordinary strength of the Skyrvn trees that grow here, Yrddenheim has become a naval hub for the western coast of Elos, growing itself to a bustling centre of trade with the city itself thriving in comparison to Val'dyrak. This is partly due to the leading Ver families of Jordveil arranging their own council called the Hirbrak (literally "High Branches"), whilst ignoring the laws set down by The Gathering of Many, hence bypassing the ever changing trade laws from the capital. This has caused tension between Jordveil and the rest of Jykstrav, with the threat of war ever dominant in the minds of those along the coast. In the event of a war between Jykstrav and Jordveil, Aldarin has sworn protection of Jordveil, causing Jykstrav to think twice about going to war with either state.

It is unknown how many members of The Gathering of Many have Tier 0 Embers but it is predicted to be at least 2.

YRRDENHEIM

The bustling port city of the Skaldblood Jyrden.

Nation: Jordveil Isle

Alignment: TN

Government: Hirbrak (Oligarchy)

Size: Medium City

Population: 13,200

HALTHOS

Halthos is one of the oldest current countries within Elos, its history spanning well over 8,000 years. The birthplace of the Delvar and Earthbound Dwarf sub-races, Halthos is predominantly an icy tundra, containing only one surface city of Vigilant to the north. Many forts are situated in the mountains bordering to Jykstrav in the south. With little evident economic reason to invade each other, both countries largely ignore each other aside from the occasional raiding party sent over from Jykstrav which is quickly beaten back by the border forts.

Unbeknownst to the Vers in Jykstrav, Halthos has a vast network of mines and tunnels leading under most of the continent to which they open and collapse at regular intervals to stop invaders finding a consistent path through to the capital. Within these tunnels exist The Black Hammers, the elite guard of Halthos who spend most of their time either mining resources or training for an attack. They are named after the soot covering them and their smithing gear from the furnaces underneath Vigilant. The tunnel systems connect to most capital cities within the continent, one even spanning out to Yrddenheimon Jorveil Isle where the Skyrvn wood is bought in bulk by the Dwarves and used to support their tunnels.

While the Delvar Dwarves primarily form the basis of The Black Hammers, the Earthbound Dwarves are considered a lesser race, being descended from earth elementals instead of pureblood Delvar. Due to their higher resistance against heat, the Earthbound are often used to work the furnaces and other difficult tasks, while the Delvar focus on the smithing and training side, honing their battle skills.

Due to the secretive nature of The Black Hammers and Halthos as a whole, aside from the occasional trade caravan arriving in a capital city to trade ore and gemstones, nobody really knows much of the Embers developed by these Dwarves. Rare is it that outsiders are allowed into Vigilant, with limits being placed on their movements when allowed, no access being given to the tunnels or mines. Any finding themselves within the tunnel system without a guide often end up dead or captured by The Black Hammers, never to be seen again.

FYNDAR

Fyndar is home to the Wood Elves, with a vast forest named The Grand Brackenwood covering the majority of the country and stretching into Emondas to the east. There is a consistent threat from the High Elven cousins to the east of Fyndar, with the High Elves destroying the trees to create magical syphons to draw in Arcane energy from the waylines of magic flowing through the world. Fyndar is fighting to restore the forest as this happens, trying to even out the unbalance of natural energy to the arcane being produced.

The capital is Fyndar is the sprawling tree city of Liorne, based in the heart of The Grand Brackenwood. The Pillars of The Ancients, two giant great redwood trees stand in the centre of the city, marking the worshipping grounds of many of the natural deities as well as deities from the Feywild. Grand mansions sit in the trees around Liorne, all connected by intricate pathways between the canopy where many of the Wood Elves make their home. Airships are a common sight in Liorne, with the dense forest surrounding it proving difficult to navigate, many merchants and traders prefer to skip the pain of traversing through it and simply go above.

The second World Anchor stands to the easternmost point of Fyndar, bordering with Emondas and Peliox. This World Anchor is managed by the 3 nation states jointly, with high tension between the three causing it to be an unstable relationship of distrust. The Tiedfling-centric nation of Peliox often allows for their bretherin to pass through from the City of Brass within The Elemental Chaos into the material plane, which Fyndar turns a blind eye to, doing similar with their bretherin in the Feywild.

EMONDAS

The homeland of the High Elves, Emondas boasts grandiose wooden mansions and tall, white stone and mahogany towers that scrape the sky. Everything in Emondas is finely crafted, intricate and orderly - matching the stoic and sometimes snooty High Elves that live there. The wars with their cousins, the Wood Elves of Fyndar to the west, has caused much stress on the western border to Emondas, causing an influx of High Elves retreating from the west back to the Capital of Methindril to the east.

The High Elves of Emondas strongly believe that for the ultimate protection of the material plane, the forces of the arcane must be fully mastered, which is only possible by placing Way Towers at key points on the continent. These Way Towers are where the waylines of Arcane energy overlap, causing high concentration of Arcane energy to be stored here, which can be tapped into and used to fuel research and magical exploits. Due to this, Emondas attempts to hold a strong grasp over The World Anchor on its border, due to The World Anchor itself doubling as a Way Tower, having been built by the High Elves themselves.

The Ordos, a powerful sect of noble High Elves, controls the politics of Emondas. There are 12 council members on The Ordos, each from a different noble family from within Methindril, and each with different goals in mind for their separate families. However, one thing is sure between all members, that Emondas must stand strong against Fyndar and that the Arcane energy that flows along this plane is too powerful to be left unchecked. Should anyone be seen tampering with The Way Towers, or should any Wood Elves from Fyndar be seen sabotaging works within Emondas, The Guided Hand is sent to deal with the problem - an elite group of powerful mages from Methindril, known for their unrelenting power and iron fisted rule.

MISTVEIL

Mistveil, the ash covered lands to the southeast of Elos - where the Ashensworn call home. Wrought with ashstorms and high volcanic activity, Mistveil is not a land commonly travelled to by many. Those that do live there work the land for Ash Yams, a delicacy food only grown from volcanic ash which is highly sought after in many other countries across Elos. Only Ashensworn tend to live here, spread out in small communities across Mistveil and The Shadow Fields where most of the agriculture happens, with the other races finding it too hot to live in for long periods of time. Tieflings are sometimes found travelling or living in Mistveil, though the highest density of both Tiefling and Ashensworn is found in the metropolis of Magnos.

Magnos features stepped platforms of blackened basalt all the way down to the southern sea, upon which stand many finely crafted basalt and steel buildings, covered in intricate gold and silver patterns which glow slightly in the heat produced by the ever-flowing magma river that trickles down the centre of the city. As this river reaches the ocean, it eventually settles and forms new land. Every decade or so, a new district springs up, causing younger Ashensworn to begin the construction of new manor houses for their families and new trade centres of their mercantile companies. A large port area has been cordoned off to the west side of the city, where most of the trade vessels must pass through to gain access to the city. Airships are uncommon here, due to the large ash clouds that surround the city and the sheer pain of simply reaching Magnos from the rest of the continent. Most come via sea, proving the simplest route, with the Ashensworn welcoming exotic visitors and traders of all kinds with the expectations of glamorous materials and fine craftsmanship to better enlighten the otherwise dark city.

A heavy expectation is placed on the Ashensworn born into families of merchants, expecting them to take up the reigns of the different branches of trading after the elders of the family pass back into the ash. Due to this, there is a lot of rivalry between siblings to prove their worth to their elders in the hopes of eventually getting their own trade building to work in, possibly even taking over the entire company.

A common saying in Mistveil is "*May The Dusk Be Kind*", which is usually used in place of a greeting or farewell. It is believed to have stemmed from the times when The Dusk Shroud enveloped the land, with the Ashensworn being resistant to the side effects of the Shroud, they would often wish the good fortune of those that decided to pass through it.

MAGNOS

The blackened capital of Mistveil.

Nation: Mistveil

Alignment: TN

Government: The Illustrious Pactwardens
(Merchant Oligarchy)

Size: Metropolis

Population: 45,600

LYROS DEL MELIDAR

Lyros Del Melidar is a vibrant, tropical land where many of the Gnomes of the land seem to have originated. A difficult landscape to traverse, Lyros Del Melidar does not see many visitors and is often ignored by many of the other nations simply due to the difficulty of attempting to invade. Thankful of this are the Fey Gnomes, a special race of Gnomes which arose due to a sect of Gnomes that chose to try and live in The Dusk Shroud using Fey magic to negate the side-effects. These Gnomes, like the Ashensworn, grew resistant to the nature of The Dusk Shroud and have infused their lands with Fey magic - which causes the exuberant growth of the jungle found there. To those with a keen eye, one would spot many pathways through the undergrowth of Lyros Del Melidar, leading into various tunnel systems and underground settlements called The Spine Burrows. These obtained their name due to the number of poisonous spines that grow along the walls of these burrows, of which the Gnomes have grown resistant - but those that wish to intrude find most deadly.

The capital of Lyros Del Melidar is Lyros, with the name of the country literally meaning "Lyros within Melidar", however this fact is only known to those that live within Lyros Del Melidar. The city itself is equal parts above ground as it is below ground, featuring a sprawling series of huts across the tall jungle canopy leading down into a vast network connecting to The Spine Burrows where much of the cities criminal activity takes place. Unknown to many, the tunnels of Halthos connect to some buildings within The Spine Burrows where The Black Hammers are known to conduct various illegal operations such as kidnapping, smuggling and black market trading. Upon the surface of Lyros, a completely different aspect is seen, with airships offering infrequent trade to the outside world - with many travelling to Lyros as tourists to see the beautiful, sprawling jungle metropolis.

LYROS

The sprawling, luscious capital of Lyros Del Melidar.

Nation: Lyros Del Melidar

Alignment: CN

Government: High Lady Jelania (Monarchy)

Size: Metropolis

Population: 60,350

PELIOX

Peliox is a barren land, mainly filled with sand and scrubland, which is often worked by Halfling ranchers called Hiders. These hard working, desert hardened Halflings can be found herding great herds of Boriks - animals akin to a dire boar, with a much thicker hide and three sets of tusks which increase in size as the go down. The Hiders gained their name from the outfits they wear, made from the hides of Boriks and often attaching the tusks to their backs to make them seem more menacing than they actually are. Hiders are usually quite pleasant people, wary of outsiders but happy to give directions to those lost in the barren lands of Peliox.

The capital of Peliox is often disputed, with there being two major cities across the land. Perched atop a mountain to the north, Cel'drik stands proud against the skyline, its red dusty stone towers and finely crafted mahogany wood buildings circling around the magnificent Wild Bazaar in the centre. Ever since the end of The Age of Disparity, a large Tiefling populus came to live in Peliox, eventually settling near The World Anchor on the north border and founding the city of Cel'drik. This eventually caused a sizable amount of wariness from The Hiders which lived across the rest of the country, even though they had no use of the mountain area to the north, and wished no part in dealings with either of the Elf kingdoms, they still had their suspicions about the Tieflings and bare a distinct wariness of them to this day.

CEL'DRIK

The northern star of Peliox.

Nation: Peliox

Alignment: TN

Government: Mayor Scorn Farseer (Democracy)

Size: Medium City

Population: 13,200

To the south, stretched across a large valley is the city of Dust. Aptly named, the city often finds itself ravaged with sandstorms which blow through the valley, causing all trade and activity to shut down until the storm has passed on through. Dust houses the Sand-Scorn, a large market used by The Hiders to trade in livestock and to sell off Boriks to those interested. Unlike Cel'drik, Dust does not feature much of interest to outsiders, with the city being treated mainly as a hub for Hiders to trade. The small rocky houses carved into the walls of the valley, linked with rickety walkways offer a solid protection from the frequent storms, with the valley itself giving protection to the herds of Boriks that are being kept in or near the city.

DUST

The open, valley city of Peliox.

Nation: Peliox

Alignment: NG

Government: The Hider Ranchlords (Democratic Oligarchy)

Size: Small City

Population: 7,800

ZYGARDE

The land of Dragons and Dragonborn, Zygarde is predominantly covered in mountains with towns, villages and even the odd city sitting high in the skies. Sprawling rivers and lakes teem with life in the valleys between, with unknown creatures lurking in the depths below. Many of the metallic dragons across Elos, though few in number, tend to congregate around Zygarde due to the mountainous nature of the landscape as well as the many Dragonborn who also reside here to seem to worship the metallic dragons as minor deities.

On the other hand, the chromatic dragons are scarcely found in Zygarde, tending away from the land where ancient wars were fought between the two Draconic sub-types. These dragons instead are found setting up in caverns, bays and ruins across the rest of Elos, generally causing trouble for the locals nearby. Despite the uncooperative nature of chromatic dragons, chromatic Dragonborn are accepted and welcomed into Zygarde as long as they do not spark trouble.

The capital of Zygarde, Voruthal, sits in the centre of the country, stretching out across 5 separate mountains each inhabited by a different chromatic dragon which manages each of the sectors of the city. Voruthal boasts one of the largest economies, and hence largest cities, in all of Elos namely due to the vast gemstone mines that delve deep beneath the city.

THE FIVE SECTORS OF VORUTHAL

THE ARCANISTRUM

Guardian: Pel'thadrak, The Brass Scholar

The Arcanistrum is a haven for all scholars, wizards, sorcerors and anyone of the Arcane inclination. Numerous libraries boasting ancient scripts found in no other lands live here, with the Dragonborn Scholars of The Third Flame tending to the most protected of these scripts in The Deep Vault, sealed hundreds of feet beneath the city. This is also where a World Anchor is held, managed by The Scholars of The Third Flame. Due to the powerful nature of these scholars and the trustworthiness of the Dragonborn, as well as the help the metallic dragons gave in The Age of Disparity, they were entrusted the guardianship of this World Anchor.

THE SEETHING FOUNDRY

Guardian: Thundarr, The Bronze Vigilant

The Seething Foundry is where the vast majority of Voruthal's smithing industry takes place, forging the finest of steel from Thundarr's volcanic lair. Also residing here are the Talons of The First Flame, initially created upon the founding of the city to defend from outsiders, and now serving as the city guard under Thundarr, clad in the finest bronze armour the city has to offer. Talons can often be seen soaring across the skies of Voruthal, guiding in airships to port and taking out any intruders that dare invade the skies of Zygarde.

THE SILKEN FAIRGROUNDS

Guardian: Ly'shor, The Silver Merchant

The Silken Fairgrounds is home to Voruthal's markets, where all manner of goods are bought, sold and traded. The sprawling streets of The Silken Fairgrounds are home to many of the schools and orphanages of Voruthal, funded through the market tax imposed by Ly'shor, who lives atop the sector in her lair, The Crystal Palace. Here, she invites the wealthiest of merchants and travellers to spend time with her, learning of their lands, their people and most importantly, their wealth. Donations are accepted for the smooth running of The Fairgrounds, which is managed by Ly'shor and her Silver Serpents, the market guard. The Silver Serpents are a sect of silver Dragonborn from The Talons serving under Ly'shor who keep the peace in the sector. They are often found rooting out illegitimate merchants, thieves and smuggling rings as well as running the various rides and side-shows that operate around the sector, from where the sector gets its name.

THE GILDED GARDENS

Guardian: Vil'thros, The Golden Guardian

The Gilden Gardens feature some of the most lush plantlife found on all of Ithilion, with various flowers, trees and insect species from the four corners of the planet. These are tended to by The Scaled Skyfarers, a sect of druids, bards and sorcerors devoted to the preservation of nature and the affluence of natural art. Vil'thros oversees the curation of these plants and sends out her Skyfarers across the globe to procure the rarest of specimens to show within her gardens. Flowing water streams through tactically placed ducts in the gardens, giving it an almost divine essence as it glimmers in the sun. Columns and pillars decorated with precious metals accentuate the finest specimens in the gardens, all of which fall equal under the eyes of their caretakers.

THE CONSORTIUM

Guardian: Fel'dar, The Copper Councillor

The Consortium hosts all the political indulgence one could possibly hope to find in Voruthal, with the 5 sectors coming together to argue their cases of the cities funding as well as further expansions to the city. Mediated by the elderly Fel'dar, The Council of the Second Flame is a force to be reckoned with, handling most of the economy of the city. Should a matter need to pass through the Council, it might take several months due to the bureaucratic nature of metallic dragonborn, finally being ratified by Fel'dar himself. Due to the slow nature of politics in Voruthal, little changes year on year, though the city continues to expand at a rapid rate.

VORUTHAL

The shining sky city of Dragons.

Nation: Zygarde

Alignment: LG

Government: The Five Flames (Oligarchy)

Size: Metropolis

Population: 68,000

NORTH RYMIN

During The Age of Disparity, the nation of Rymin featured predominantly in the wars of the planes. The flat nature of the land there caused the nation to become a popular battleground for the Fey and Demons, causing a great many casualties to fall here. King Harth III, the ruling monarch at the time, fell on these battlefields defending his nation against the other sides leaving his daughter, Princess Lilicea to take up the crown.

The now Queen Lilicea ruled for many a year, seemingly unaging. Higher and higher taxes were levied, and the people began to starve. Eventually a coup was staged by General Davinos with the help of the Aldarins. The coup was swiftly put down when the Queen revealed her true nature, that of a Lich. The true Queen had died many years ago, turning herself into a Lich to maintain her hold on her kingdom, as well as fueling the source of her necromantic energy: the citizens of Rymin.

The nation became split, with those foolish enough to see hope in the throne of Rymin staying behind to serve The Lich Queen Lilicea in North Rymin, while those who joined the Aldarins in the coup retreating to what is now South Rymin. The Aldarins still maintain a heavy presence in South Rymin, expecting the Lich Queen to take back the land that was lost, however all has been still in the north for a long time which causes the Aldarins to grow worried.

The capital of North Rymin is Felgarde, a pseudo-necropolis which is teething with necromantic energy. The undead walk the streets beside the folorn, weary faces of the living who are waiting to join the other side. Felgarde infrequently sees traders, with those foolhardy enough to travel into the land of North Rymin rarely returning - those that do with no sanity left to speak of.

FELGARDE

The snow covered necropolis of North Rymin.

Nation: North Rymin

Alignment: NE

Government: The Lich Queen Lilicea (Monarchy)

Size: Unknown

Population: Unknown

DANE

The last true city of Old Rymin.

Nation: Dane

Alignment: LN

Government: Military Democracy

Size: Medium City

Population: 13,400

SOUTH RYMIN

The capital of South Rymin is Longbreach, formed not long after the fall of Rymin as a unified nation. The northern border of South Rymin is heavily fortified, with several forts lining a pallisade wall across the entire expanse, often patrolled by Aldarin Griffon riders. South Rymin claims to be under the protection of Aldarin, becoming a far hold for the country with supplies often being sent there and back from either nation. The current ruler of South Rymin is General Stratos, a human of Rymin descent but powerful enough to become a Legitor in his own stead of the Aldarin army, with himself possessing a Tier 0 ember. With his own sub-sect of The Golden Griffons, named The Steel Razorwings, he protects Longbreach and the farming community of South Rymin from the undead of the north, the Jyrden from the north west and the Orcish raiders from Meverin in the south. An Aldarin governor comes out to oversee the economic growth of South Rymin and help manage it in 2 year intervals, but Stratos retains enough loyalty to Deveros that he is kept in charge of the army.

Longbreach

The placid farming city of South Rymin.

Nation: South Rymin

Alignment: NG

Government: Military Government

Size: Small City

Population: 8,200

DANE

When Rymin split, some grew wary of the Aldarins, seeing ulterior intent into their aide. This group of citizens, led by General Davinos who had grown to distrust the Aldarins, quickly went about claiming the city of Dane to the western border of Old Rymin. Here, they fortified heavily, placing walls around the entire surrounding area and quickly becoming an independent city state. The citizens of Dane claim to be the last remaining true-blooded Rymin descendants, eagerly anticipating the reunification of South and North Rymin without the help of the Aldarins. Wary of any who come inside their walls, the Dane Rymins hold a great wearing of outsiders, who are monitored closely for fear of being an Aldarin spy or undead insurgent wrought on bringing down their proud nation from the inside.

MENDERIN

Menderin is a barren, craggy landscape filled with chasms, rocks and sparse shrubland. Here, the Orcish tribes wage war against themselves, the Goliath herds and any neighbouring nation that looks wealthy enough to be worth raiding. Only those with a death wish dare walk into Menderin upon the land. The Goliath tribes often wander about the lands, seeking prey in ogres and giants found living in the chasms. These highly skilled brutes can often be found raiding the giant villages and claiming their heads as trophies which they place on their herd wagons.

The Orcish tribes also roam about the land, slaying wild beasts to bring back to Hark, the capital in the east. Hark itself is a crumbling city, built under the massive skeleton of Erothir, The Fey God of War who was brought down by the inhabitants of Menderin, marking the end of The Age of Disparity. Naturally, they did not do it alone, with the help of some tactically placed artifacts placed by the Elves of Emondas and the Dragonborn of Zygarde, the god fell and now his bones are used as a settlement for the troublesome tribes of Menderin. The artifacts however, still remain in the possession of the tribes and few are stupid enough to try and reclaim them.

Little goes on in Menderin aside from war and bloodshed, though it has been rumoured that Vilorian ruins lay deep beneath the surface, with many long forgotten secrets to be unearthed. The Aldarin research teams have often tried to infiltrate Menderin to look into these claims, but have either ended up butchered by Goliaths or Orcs, or eaten by Giants.

HARK

The resting place of the Fey God, Erothir.

Nation: Menderin

Alignment: CE

Government: Militaristic Tribes

Size: Large City

Population: 25,600

FAR CREST

The inhabitants of Far Crest are considered to be of the most ferocious people to reside on Elos. The populus is namely made up of tribal Goliaths who defend their snow covered island with the utmost tenacity, fighting back against invaders and the beasts of the Ashen Abyss. Unfriendly to outsiders, the Far Crest Goliaths are known to lash those that dare set foot on their island to the rocks to be eaten alive by the Vraken (giant white Rocs) that fly south from the Ashen Abyss. Not much is known of these tribespeople as few have ever escaped with their lives, the most famous of which was the explorer Dirkil Skaldblood from Jordveil Isle, from where most of our knowledge about the island comes from.

LILDOR

Lildor is a city state that resides on the western most coast of Elos, bordering only with Jykstrav. After the peace treaty with Aldarin was signed, the citizens of Lildor saw this as a chance to break away from the chaotic Jykstrav and formed their own nation, setting up consistent trade connections with Aldarin and Jordveil Isle. Jykstrav did not take this well, sending out an army to deal with the city, however, with the aide of an Aldarin Griffon battalion and a fleet of longships from Jordveil, they were able to defend themselves against Jykstrav. This caused extreme tension on the already brittle peace treaty and Jyktrav is eagerly looking at the nearest opportunity to take back Lildor into its grasp. Lildor mainly exports iron and fish, with a large mountain range to the north and easy access to the Valhuk ocean.

LILDOR

The chilly frontier to the Valhuk.

Nation: Lildor

Alignment: CN

Government: Democracy

Size: Small City

Population: 7,200

HEL

The island of Hel remains uninhabited, with few daring to sail as far into the Valhuk ocean to see what resides there. A number of Aldarin and Jordveil explorers have set out to visit the isle, though many become lost within the Ashen Abyss, also known as the Valhuk to the Jyrden, a great persistent, icy storm that billows from the northwest of Elos all year round. Some speculate there be lost ruins on the isle belonging to before The Dusk Shroud, however none have been able to get close enough to confirm these suspicions.